

# PARANOIA

## WMD bonus material

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In mid-2005 Mongoose Publishing released *WMD*, a collection of Straight-style missions for **PARANOIA**. Though we packed it tighter than a pressurized scrubot detergent cannon, we still had to cut huge amounts of fine material for relativistic reasons—you know, space and time. Then, too, the book contains lots of handouts: maps, mission alerts, forms and a few oddities—bet you've never run a game before where a character may suddenly, out of nowhere, develop familiarity with exotic luxury soaps. As promised in the *WMD* introduction and throughout the book, we now present the deleted sections and handouts for *WMD* as a free download from the Mongoose Publishing website, [www.mongoosepublishing.com](http://www.mongoosepublishing.com). Feel free to print and photocopy these pages for personal use only. Commercial resale is punishable by brainscrub.

Naturally, as diligent and responsible Famous Game Designers, we are providing this free 'Director's Cut' material in timely fashion, immediately after the supplement's publication. But with the far-ranging foresight you expect of us, we could easily envision some treasonous backbiting mutant scum

spreading rumors in the years ahead, terrible false rumors we were months, even *years* late in posting this stuff. Like, it seems plausible—just speculating now—Mongoose might decide to publish a 25th Anniversary edition of **PARANOIA** sometime in 2009, probably in August or thereabouts, that included free .PDF versions of *WMD* and a bunch of other supplements, maybe on a limited-edition CD-ROM. Something like that, anyway. Such a momentous event (if it ever happens) could drive a new wave of curious fans to download this bonus material, and at that future time any silly rumors of lateness might seem (to these new-made fans) dreadfully plausible.

Pish-tosh! Obviously, any rumor we Famous Game Designers would wait *four whole years* to post this bonus document is so self-evidently ludicrous, it borders on derangement. Ignore it! How fortunate the people of that far-off 2009 will instantly refute such libel using their advanced lie-detecting technology, which will be provided to them at birth along with their personal flying cars, jetpacks and food pills.

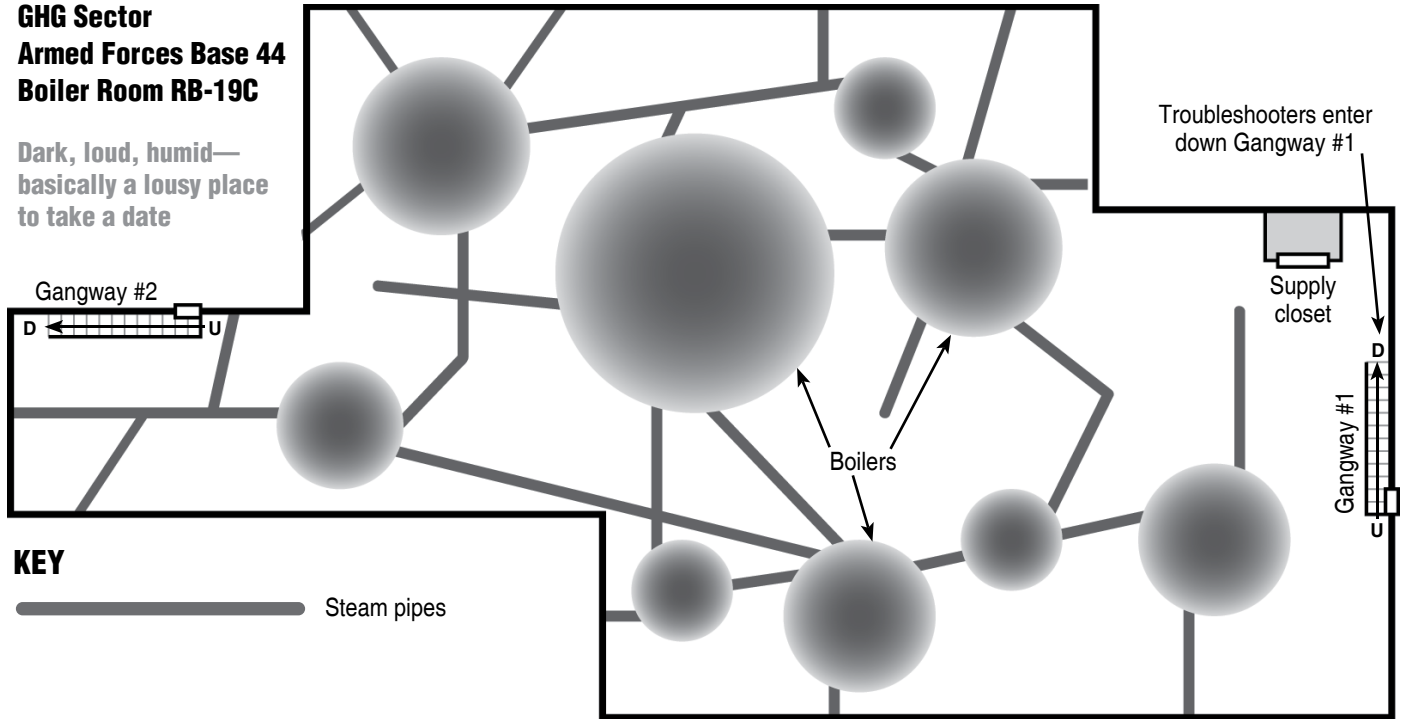
Remember, rumors are treason!



# HOT POTATO

**GHG Sector**  
**Armed Forces Base 44**  
**Boiler Room RB-19C**

Dark, loud, humid—  
basically a lousy place  
to take a date



Map by Jeff Groves

## Apocalypse style

### *Chaining Straight missions in series*

Jeff Groves of the Traitor Recycling Studio (designer of 'Hot Potato') wondered whether it would be feasible or desirable to link the missions in this book as an ongoing series. He remembered conceiving a **PARANOIA** parody of Star Trek that would use a rough map of the different sectors of a starship. As the PCs were exposed to vacuum/destroyed/transported to another dimension, he would cross out affected sectors. He writes, 'The idea was that instead of the carefree no-problem destruction usually found in **PARANOIA** games, their little self-contained Complex would shrink with each mishap. Once forced to sleep in sickbay and eat in the engine room, they would be more careful about what they blew up.'

Jeff's damage map idea could work well in a Straight series where each mission springs from or culminates in a disaster—such as, oh for instance, the missions in *WMD*, along with others of your own invention.

Before running any missions, first sketch a rough map of four or five connected sectors. Name them as you like, or use the names given in the missions. Place a few important locations among the sectors, such as Fusion Reactor, PCs' Residence Halls, Troubleshooter Central and R&D Labs. Then let the carnage begin. The PCs barely survive the Wireless Memory Downgrade in MLM Sector ('Infohazard' and call it a good mission; you cross out that sector with a big X and write QUARANTINED over it. Was Troubleshooter Central in that sector? Too bad—now the PCs have to report to a dilapidated warehouse in another sector. The next disaster, springing from a mission you design, is (say) a flood in NGA Sector; the Troubleshooters barely keep their heads above water. You X out NGA Sector and note it is 'partially submerged', along with the R&D lab there.

The trials continue. Starvation riots overtake DOM Sector ('Hunger'), there's nuclear meltdown in CHR Sector (your own mission) and apsychoic memory-wiping bot gets loose in HPH Sector ('WMD'). Disasters begin to snowball and mix, and the players' previous failures come back to haunt them. The antidote to the memory loss gas was stored in NGA R&D before it was flooded, so the Troubleshooters must don scuba gear and fight off the amphibian mutants that have moved in since CHR's radiation leak. An earthquake cracks open the MLM quarantine, letting loose frankenstein bots to prey on the memory-wiped rioters while traitors use the carnage to sneak in the antimatter bomb ('Hot Potato').

As their living space shrinks and they're beset on all sides by dangers, the PCs resort to desperate, treasonous measures to survive and keep as much territory as possible. The climax? A last stand during Alpha Complex armageddon or a mad dash to escape Outdoors before everything implodes.

That Jeff Groves—quite the evil mastermind, eh?

# Fending Off Disaster Pop Quiz

Divide these problem sections equally among all MLJ Sector High Programmers; each High Programmer must take at least one problem section. No two UVs can collaborate on the same section.

## A: Power

**PROBLEM:** Fission reactor MLJ-002 is leaking heavy water. Fuel rods have been used 20% longer than recommended.

### A1. How should the leak be sealed?

- (A) AlCom NuCoCo 350kg FV657 nickel-cobalt alloy containment vessel with titanium-osmium bushings
- (B) As A, with additional Rovad-25 cadmium neutron-absorption sponge cross-mounted
- (C) Emergency shutdown using Emergency Procedure A24 (priority fuel rod extraction, vessel integrity secondary)
- (D) As C, but Procedure A25 (priority vessel integrity, fuel rod extraction secondary)
- (E) A and C
- (F) B and D
- (G) A and D
- (H) B and C

### A2. Should the fuel rods be replaced? If so, specify replacement supply.

- (A) No
- (B) 35% immediate replacement. Use rods from Reactor MLJ-003
- (C) 40% immediate replacement from MLJ-002, remainder replaced in three weeks from newly forged rods
- (D) Full immediate replacement. 35% of supply from MLJ-003, 40% from MLJ-004; remainder to be drawn from non-essential use by R&D and Armed Forces
- (E) Phased replacement schedule rotating 10% weekly between reactors MLJ-003, MLJ-004, and MLJ-006 until new rods are forged
- (F) As E, but from Reactors MLJ-003, MLJ-004, and MLJ-007

## B: Waste reclamation

**PROBLEM:** Sewer pipes are clogged. Dangerous pressure buildups in pipes all across the sector.

### B1. Which pipes to unclog first?

- (A) S-78 through S-84 (Fission Reactor spent coolant effluent flow)
- (B) B-01 through B-49 (Food Generation System wastage effluent overflow)
- (C) A-01 and R-22 (primary and secondary CompNode coolant matrices)
- (D) Primary sewage interlock pump
- (E) J-08 and K-12 (Tertiary Jelloidal InterNode Exchange suspension delivery conduit)
- (F) None; allow the automated aspirational protocols to activate and expel pipes upon reaching specified shutdown pressure of 17.1 terapascals

### B2. How to reroute waste flow to lower the pressure buildups?

- (A) Divert into the Municipal INFRARED Celebratory Cleanliness and Desalination Center
- (B) Divert into disused Xenoseptic Fountain subsystem
- (C) Reroute to Food Generation System per emergency procedure D-62
- (D) Reroute to Hydroelectric Power Cascade 4-MPV via transtube junction pattern 45R/10X/A4C
- (E) Vent into lowest habitation level
- (F) Release security interlocks and open emergency outflow gates OS1 through OS6

## C: Food

**PROBLEM:** Uncontrolled algae growth spilling out of tanks. Cold Fun backflow pipes have frozen.

### C1. How to stop the algae growth?

- (A) Spray with 0.4% dibenzothiazine solution
- (B) Raise free chlorine level to 80ppm
- (C) Deploy class 7 microwave units, irradiate at 2.45 GHz
- (D) Reduce vat temperatures to 2 degrees Celsius
- (E) Circulate superheated bromium tri-polyquaternium-17
- (F) Bombard algae with muon plasma from R&D service firm ReFabricate RD project lab
- (G) A and B
- (H) A, B and D
- (I) A, B, C and D
- (J) E and F, and deploy reserve scrubots to clean up resulting radioactive debris

### C2. How to thaw the frozen pipes?

- (A) Introduce incendiary compound TX-345i, ignite and contain burn via Fire Control Protocol HPDMC-67-1-a4
- (B) Bathe in redirected coolant outflow from Reactor MLJ-003
- (C) Increase power draw from Reactor MLJ-002 by 17%
- (D) Supercool pipes, transforming Cold Fun to bipeptide condensate and flush with liquid hexyl-dipolypropanate
- (E) Heat pipes using multiple lasers configured for low-frequency, high-energy output
- (F) B and C
- (G) C and E
- (H) Do nothing; allocate resources to other problems

## D: R&D

**PROBLEM:** R&D service firm ReFabricate RD's Graviton-Enabled Planck Length Modification experiment, codename 'Sinkhole', to create a singularity (black hole) and limitless zero-point vacuum energy, is unmonitored.

### D1. How to shut down the gravity generators?

- (A) Engage a depleted-thorium biaxial containment module employing a Geiner-Kleinberg indeterminacy algorithm
- (B) Siphon 17% additional power from Reactor MLJ-002 to generate a linear feedback induction wave in gravitic core
- (C) Flood containment unit with denatured bismuth particulate in supercooled liquid xenon suspension
- (D) Disconnect power coupling MLJ/RD-153-1-8a and allow Schrodinger-Planck matrix to spin down
- (E) Disconnect power coupling MLJ/RD-153-1-8a and maintain Schrodinger-Planck matrix via secondary power
- (F) Route maximum power into the cyclic capacitor coil from the sector structural integrity reserve

- (G) A and B
- (H) A and C
- (I) D and F
- (J) E and F

### D2. What to do with the Sinkhole experiment?

- (A) Shut down all power to ReFabricate RD subsector grid
- (B) Reroute 30% of available repair bots to dismantle 'Sinkhole' mechanical systems (est. time: 13 hours)
- (C) Channel sewage buildup into research unit
- (D) Insert it, at a 17-degree offset, into obverse periphery of Project Infinite Hole
- (E) Drop it down primary core subduction shaft HH-1 into the sub-habitation levels (possible effect on planetary core?)
- (F) A, C and E

## E: Infrastructure

**PROBLEM:** As a consequence of other problems, seven support columns that hold up this sector are cracking. Floor on lowest habitable level is sagging with water damage.

### E1. How to fix the seven support columns?

- (A) Redirect 60% of Emergency Fire Control Bots, replacing fire control foam with spray concrete as per Disaster Relief Protocol 77-4/C
- (B) Encase and buttress with RhoVal occluded titanium-laminate struts, reinforced with 4-3 fullerene corduroy
- (C) Deploy Subsector 44 constructobots to install a network of braided steel support cables to anchor upper sections of columns to adjacent bedrock
- (D) Deploy R&D Project 7800-288/TS 'Tinker' experimental repair nanomachines
- (E) Flood intra-columnar piping with a 5:8 mix of synthcrete and resinous durabond agglomerate
- (F) Do nothing

### E2. Should anything be done with the lowest level's floor?

- (A) No
- (B) No, but reallocate space on upper levels for all GREEN+ Clearance facilities.
- (C) Fill subfloor crawl spaces with surplus silicate dessicant packets
- (D) Inject damaged areas with iron-titanium-zinc amalgam
- (E) Reinforce with carbon-carbon sheathing (type 77)
- (F) Deploy class 3 vacuum pumps and redirect liquid to sewage system
- (G) C and D
- (H) C and E
- (I) C, E and F
- (J) D and E
- (K) D, E and F
- (L) E and F

## F: Force deployment

**PROBLEM:** Armed Forces and Internal Security are probing bot defenses in this sector. An outside incursion by human forces is likely.

### F1. How should available bots be deployed to turn back an invasion?

- (A) Encircle and flank incoming enemy units, targeting communications, demolition units and supply lines
- (B) Counter-incursion into adjoining sectors (Emergency Protocol 44L)
- (C) Lay down a suppressing fire with plasma generators and fall back by squads to the CompNode
- (D) Seal off critical areas and flood sector with hydrazine, sewage and gamma radiation
- (E) Frontal attack, flank using secondary wastewater, power and transit conduits
- (F) Instigate emergency counteroffensive protocol beta-17

### F2. What armaments and other equipment should be deployed?

- (A) Degree 6 Civilian Disturbance Outfitting Protocol, Casualty Level 1.3
- (B) Degree 2 External Conflict Outfitting Protocol, Casualty Level 3.6
- (C) B + Degree TBC
- (D) Legacy Class 1 / Party Omega
- (E) Degree 9a Counter-Insurgency Outfitting Protocol, Casualty Level 1.8
- (F) 'Civility' Remote Conflict Resolution Module, Casualty Level 68.4



## Sidebars cut from Episode 1

### Devious GM techniques

The R&D techs and the PCs, as its creators, were Lobot WMD-1's first victims. This offers a number of opportunities for you as GM:

- ④ They are still on their original clones (the Primes) because they weren't killed; they merely had large portions of their brains sucked out.
- ④ It's a good excuse to give them sudden, painful insights and terrifying flashbacks, as well as a disturbing phobia of dentists' drills.
- ④ The Troubleshooters are experiencing memory loss. The Computer currently has them on experimental medication to accelerate their brains' healing. The Computer does not want the Troubleshooters to know they've been lobotomized and remade; they might investigate and return to their traitorous ways. Therefore, it tells them they must take the medicine because they've been exposed to an environmental toxin, true in its way. It does so to prevent the Troubleshooters from realizing they've been lobotomized. Encourage the Troubleshooters to assume the pills are causing their memory loss. Make them think there's some official conspiracy against them.
- ④ As the medicine works its wonders (unless the paranoid Troubleshooters quit taking it), the PCs begin to regain old narrow specialties, all of which are related to their previous job and immediately valuable to the mission at hand, which should make them wonder how they got them in the first place....

### Service service no. 1

If players ask what their original service service mission was, or at some point before the PCs get to 'Traffic jam' in Episode 2, read:

**At your briefing, the BLUE guard had you swallow a pill. The six pills she distributed were each a different color.**

**You were told the pills are part of a broad, ongoing PLC/R&D joint efficiency improvement study that may overlap with future service services, at least as long as the pills' effectiveness lasts.**

**You were also told that at your debriefing, you'll be asked to report on whether you felt more effective during this mission than in past missions.**

**You were not told what the pills do, when they take effect or exactly how long they last. You don't feel any different, and you haven't noticed any difference in your team's behavior.**

*GM only:* It doesn't matter which player gets which color pill; the pills are red herrings intended for later, when the PCs unexpectedly receive narrow specialties. At that point, make them think maybe the pills are kicking in, when in reality, the PCs are starting to recall one small part of their previous lives as high-clearance R&D personnel.

**Machines are becoming more human, so to speak—at least in the sense that, as [Norbert] Wiener indicated, some meaningful comparison exists between human and mechanical behavior. But is it not ourselves that we know first and foremost? Rather than learning about ourselves by studying our constructs, perhaps we should make the attempt to comprehend what our constructs are up to by looking into what we ourselves are up to.**

—Philip K. Dick, 'The Android and the Human'  
(speech at a 1972 Vancouver science fiction convention)



## **2: Open loop—deleted scenes**

This section presents a couple of encounters we cut from Episode 2 of *WMD* for space reasons. The first scene takes up immediately at the end of Episode 1, before the beginning of the published Episode 2.

### **Traffic jam**

The Troubleshooters head to the transbot platform specified in their mission briefing, Transbot Tubeway Platform A4:C7:60:FF. As always, PCs reluctant to accept a mission get the special GREEN Goon and/or forced medication treatment, not to mention an empty cred account.

When the PCs arrive at this public tubeway platform, lots of citizens are in transit. The PCs have to fight to get to the front of the crowd.

If the PCs arrived within, say, seven minutes of receiving their mission alert, a transbot pulls up and an illuminated green arrow next to the door points to a card scanner. Go to the next section, 'Destination unknown'.

If the PCs arrive late—for instance, they delay a few minutes in order to complete the warehouse raid, or because you're just perverse—they notice their cred accounts gradually emptying. When they get to the crowded platform, take out your watch and start clocking the action in real time:

**Okay, you arrive at the platform at 19:05:03. Are you all ready? Good. Your creds are ticking down...starting...!**

The PCs see a line of transbots at the platform, all delayed by the first transbot in line. (Because this is a Straight game, don't have the transbots arguing—not the right tone.) The bot is empty and locked. A ME Card scanner is mounted on the hull beside each door.

The players probably assume this transbot is theirs. In fact, it is assigned to another Troubleshooter team, which has also been delayed. If the PCs run their ME Cards through

this bot's scanners, the arrow above the scanner starts flashing red, and a jackbooted YELLOW IntSec officer strides over: 'Citizens,' he says in a voice heavy with resigned expectation. 'Is there a problem here?'

Officer Don-Y is a cool professional, difficult to charm. If the PCs apologize and step away from the transbot, they're fine; the IntSec officer summons a videodrone that takes their picture for its files, whereupon they are free to leave. If they resist, Don-Y may give them one more warning, but then arrests them and hauls them to IntSec station A4:R54:43, where they are fined and interrogated. IntSec releases them after an hour, with a stern warning and a pursuing videodrone. Meanwhile, their cred accounts have been emptied.

If the PCs hold off Don-Y without getting arrested, the second Troubleshooter team arrives, out of breath and late for their briefing. They run their ME Cards through the transbot scanner and board, and the transbot sweeps away. The second transbot in line slides forward, also empty and locked. When the players note that traffic is still backed up, they should deduce this is their transbot. Officer Don-Y allows/orders them to slide their ME Cards through the first transbot reader. The door opens, proving the Troubleshooters' account.

Clever PCs delayed by Officer Don-Y may officially report him for delaying a Troubleshooter briefing and reducing sector transport efficiency. This cancels the fines the PC accrued during the delay at the platform; Don-Y must pay a fine instead, and the PCs have earned an enemy in IntSec. Congratulations!

### **Transbot trip and platform**

**The transbot's doors slide shut behind you, and the platform glides smoothly away. A wall speaker crackles. The transbot says, 'Welcome,**

**Troubleshooter Mission Team Mission GZZH-1756-CCJP-6823-PQME-2524-MMOW-5503.' You enter a dark tunnel; only the cold blue lights from your team's PDC displays illuminate your faces.**

Let the players take any Dark Room actions they like, but try to keep the fatality rate low. Eventually the transbot stops at an empty RED platform, and the doors are flung wide.

From here, go to *WMD* Episode 2, 'Open loop' (page 58), starting with the initial description of the transbot platform. Continue with the Traitor Retirement Clinic medical facility, then the first red-herring videodrone briefing by 'Perry-I' (Luke-V's pseudonym). When you reach the end of that briefing, at the first subsection on page 59, 'Circular logic,' return here for more scenes deleted from Episode 2.

### **Circular logic**

Luke-V has little control over the briefing locations chosen by the labyrinthine and highly political Alpha Complex Room Appointment Lottery Service. For all he knows, Lobot WMD-1 may have tampered with this service to provide an insecure briefing room. He also fears that without these false trails, the PCs may lead the lobot directly to him when he gives the real briefing, in person.

Thus, Luke-V is about to send the PCs on a series of meaningless meetings intended to throw pursuers off the trail.

In the first 'Perry-I' briefing above, Luke-V mentions AlphaBot Theater. The Theater, described below, may be just the first in a sequence of oddball interim locations. You can make the chain as long or short as you like. At each location Luke-V sends another videodrone to meet the PCs and, as 'Perry-I,' sends them on to the next interim location: 'You are to arrive at Room RJ-JC-3/PA, Sector



**'We see as through a glass darkly,' Paul says in First Corinthians—will this someday be rewritten as: 'We see as into a passive infrared scanner darkly'? A scanner which, as in Orwell's 1984, is watching us all the time? Our TV tube watching back at us as we watch it, as amused, or bored, or anyhow somewhat as entertained by what we do as we are by what we see on its implacable face?**

**This, for me, is too pessimistic, too paranoid. I believe First Corinthians will be rewritten this way: 'The passive infrared scanner sees into us darkly,' that is, not well enough to really figure us out. Not that we ourselves can really figure each other out, or even our own selves. Which, perhaps, too, is good; it means we are still in for sudden surprises, and unlike authorities, who don't like that sort of thing, we may find these chance happenings acting in our behalf, to our favor.**

**—Philip K. Dick, 'The Android and the Human'**

TRJ, within the next 45 minutes.' If you like, use this as a pretext to send the PCs to any interesting location they've heard about in other *PARANOIA* products and always wanted to visit: the Waste Recycling Subdivision—a Tech Services bot repair facility—reactor shielding duty.

The more locations you string together, the longer the mission runs, so if you prefer to keep things terse, you might just summarize the action. Or let the players suggest their own locations, and the kind of mischief they get into while there. Reward funny anecdotes with Perversity points.

### AlphaBot Theater

The Troubleshooters get to KOL Sector any way they want; no perverse payroll deductions this time (unless you want to). Once there, they simply access an information kiosk to find the location of AlphaBot Theater.

**Following directions to AlphaBot Theater, you find a RED hallway with plexiglas windows that overlooks an autocar driveway fronting the theater. A neon sign reads 'Blue Bot Group!' in big indigo letters. Autocars with BLUE chauffers wait outside for their**

**high-clearance patrons. Apparently, a show is playing right now.**

**You don't remember ever attending a theater before. Unfortunately, it looks like it's going to be difficult to get to this one; it's INDIGO Clearance. However, this elevated hallway with windows seems to surround the theater on three sides. What do you do?**

Troubleshooters who follow the hallway to one of the sides of the building notice one RED and one INFRARED passageway into the back of the building. The RED service entry connects with a stairway further down the hallway they're in.

If the PCs try to enter the theater in any other way, a snooty usherbot shows them the way out—roughly. It reports further attempts to IntSec, who haul the PCs away on a class GG treason offense.

The RED and INFRARED service entry doors open on a basement corridor leading to a kitchen. BLUE chefs busily prepare the finest foods the Troubleshooters (think they) have ever seen or smelled. Inconspicuously assign a PC the Gourmet Foods narrow specialty, and give him the Skill #2 note from the end of the mission (*WMD* page 74).

PCs can make a Sleight of Hand roll to pocket some INDIGO-Clearance food from this high-status kitchen. Even cold and crumbled, it will sell well on the IR Market. After they've had a chance to take in the kitchen activities, read this:

**A flabby man in a blue chef's uniform, replete with a peaked chef's hat and button-down jacket, waddles up to you, spatula in hand. He peers at you, studying your faces, each in turn, with one of his bright blue eyes. He nods to himself and strokes his jowls. 'You must be here to see Bobby-B. Is that right?'**

The name is close enough to 'Roberta-B' that Perri-I (Luke-V) used that some players might go for it. They might go for it anyway, not having any other name to go on. That's good; Luke-V intentionally used an ambiguous contact name. It had to be close enough for the Troubleshooters to recognize it as similar to the name used here at AlphaBot Theater—but different so that a mechanical intelligence would not catch on.

If the PCs deny they're here to see Bobby-B, the chef frowns.

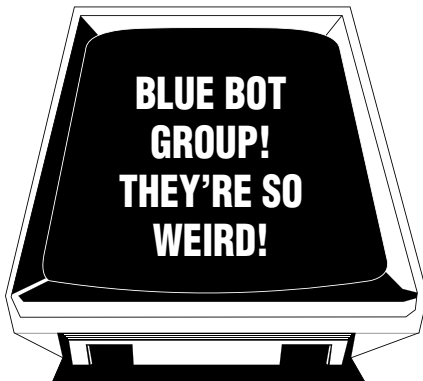


'Well, Bob-B and Shawna-Y are the only citizens here who take callers during shows. Both of them are upstairs. Please go talk to one of them; I must check now on my truffles!' He points to three elevators at the other end of the kitchen. Waiterbots laden with trays issue in and out of two of them; these elevators have doors painted indigo. The third elevator, painted black, seems unused.

The two INDIGO elevators open directly on the back of the darkened theater, one floor up. The IntSec guards stationed there to prevent intruders in this INDIGO zone will certainly be pleased to see the RED PCs emerge. Otherwise:

**The third elevator ascends two levels to a modest INFRARED-Clearance hallway. Doors lead off the hall to other parts of the building. A slovenly INFRARED stage hand, peers around a corner and impatiently gestures for you to follow him.**

This INFRARED has been told to bring the PCs to the backstage area, where Bob-B and Shawna-B are currently. If the PCs don't follow, he rolls his eyes dramatically: 'Sirs, come this way, puh-leez. The stage managers are busy people right now!' When the PCs finally get backstage, read:



You emerge backstage. It's cluttered and dimly lit, and the people working there are busy and tense. Nearby, a short balding man with a small moustache whispers animatedly with a few other people. Every now and again, he throws his hands up in the air and shakes his head. Suddenly the small group disperses, and he stalks over to you. 'Damned flaky artists forgot where they stowed the safety mats after the final rehearsal! Agh, if it weren't for the bots— Sorry, sorry. I'm Bob-B. Now, you wanted to see me?'

Let the PCs explain themselves. Bob-B is the person they need to see, and he can give them the information they need—the next location on their way to 'Perry-I's briefing. But first:

**With an apologetic nod to you, Bob-B says, 'I can't help you now, I'm afraid we have a bit of a backstage emergency.' He pauses to appraise you. 'Hmm. I might be able to provide the information you want—if you do me a small favor.'**

The PCs may have a bad feeling about this, but there's not a lot they can do. They can try Shawna-Y, but she has no clue what they need and is too busy putting out fires to bother.

**You hear rhythmic metallic clanking on the stage, accompanied by a primal, percussive beat. Blue Bot Group is apparently an acrobatic bot show. You've heard of these shows, but you've never actually seen one. Only among the most prestigious citizens can bots be spared for entertainment.**

**Bob-B nods his head thoughtfully. 'Here's the favor. The bots in this show are high-quality performers. We take care not to damage them. Unfortunately, we don't have our safety mats. We're switching to Stunt Routine B, which doesn't need the mats—but it does require a few stand-**

### AlphaBot Theater

The theater consists of the stage and audience seating (**Tension 16**), backstage (**Tension 7**), dressing rooms (**Tension 5**) and kitchen (**Tension 5**).

#### BLUE chefs (6)

*Skills:* Cooking 18; Management 14, Hygiene 18

*Weapons:* Hand Weapons 09 (knife—S5K impact)

*Armor:* None

#### Acrobats (6)

*Skills:* Management 12, Showmanship 18; Violence 14, Agility 18

*Weapons:* Hand Weapons 12 (show knives and feathered poles—S5K impact)

*Armor:* 4

*Speed:* Sprint

*Form:* Humanoid

**Bob-B:** Stage manager & PC contact

*Secret society:* Humanists

*Skills:* Management 14, Oratory 13; Violence 11

*Weapons:* None

*Armor:* None

**ins. Help us out, and I'll give you the information you want afterward. Don't worry—you just stand there and not flinch. Oh, and wear these costumes.'**

**He points to a rack of black, glittering uniforms with feather boas. The female uniforms include diamond-pattern fishnet stockings. The male uniforms have short tails, meticulously outlined in black sequins.**

Bob-B has no INFRAREDs he can use at the moment, and he can't spare his stagehands. It's the PCs or nothing, and nothing's what the PCs'll get if they refuse to be good sports and perform for the nice INDIGO audience.

When it's their turn, the Troubleshooters file out onto the stage. Describe the humanoid bots hurtling at and over them, dressed in elaborate costumes like Mardi Gras or Venetian costumes done up in gold and brass. Have the Troubleshooters make Violence rolls occasionally to avoid getting clipped by metallic





Jim Holloway's illustration for 'The false alarm' scene, WMD page 60. Luke-V hears a forkbot and concludes the lobot is attacking.

bot feet (S5W Impact) or sliced by the bots' showy metallic costumes (S4M Impact).

If a PC is in, say, Frankenstein Destroyers, give him a chance to trip a bot and ruin its career. (This will bring repercussions, both with the high-clearance audience and Bob-B, not to mention the bot.) Bots may also pass messages along to Corpore Metal players while hurtling overhead.

Call for a few stunts where one of the PCs must stand on the shoulders of a couple others. If the ones supporting him happened to stumble at the wrong time, while a couple of 300-kilo bots are hurtling past him—but no, let us not even think of it.

After the show, assuming it hasn't taken a bizarre left turn somehow—like *that* could ever happen!—Bob-B follows through on his promise:

**'Your performance out there was truly, umm—what's the word—stunning! [If they really did do well: Listen, if you ever want to perform again, please give me a call. Here's my card.] I thank you, the bots thank you and I'm sure our gracious audience thanks you.**

**'Now for the information you wanted. Here's what I was told: You are to arrive at Room RJ-JC-3/PA, Sector TRJ, by 1700 hours today.'** He checks

**his watch. 'Ah, good. It looks like you have about 20 minutes. Best wishes, Troubleshooters!'**

He has no further information; the location was left as anonymous C-mail on his PDC and later confirmed by 'Perry-I.'

From here you can extend the chain of offbeat locations, or return to Episode 2, 'Briefing #n (Luke-V in person),' WMD page 59.





### 3: Men in INFRARED

This scene was deleted from WMD Episode 3, 'Code freeze,' for reasons of space. It picks up immediately after the end of Episode 2, before the beginning of the published Episode 3.

#### The Men in INFRARED

From the Traitor Retirement Clinic stockroom, Luke-V-JPE's BLUE guards escort the PCs to the nearest transbot station, where they commandeer a car for themselves and the PCs. The transbot takes them to SCL Sector and disgorges them on a crowded INFRARED platform. Read this aloud:

**Two men step toward you out of the milling crowd of commuters. They're INFRAREDs, but they look more—hmm—together than your typical nobody.**

**They don't look drugged; they're confident and serious. Their black jumpsuits are tailored, their boots are shiny and they're wearing dark glasses.**

**The taller one grabs you insubordinately by the arm, [PC team leader]. 'Citizens, would you mind coming with me for a moment? There's something you already know, and something more important you still need to find out.' He tries to hustle you toward a vendingbot nook nearby.**

**The BLUE guards with you have halted. They're all looking fixedly in some other direction.**

**What do you do?**

The Men in INFRARED are plainclothes BLUE-Clearance IntSec agents, as the BLUE guards instantly saw. The MIIs pose no threat to the PCs, though the PCs don't know that. The mean to intimidate the PCs into keeping quiet about the lobot, without giving them more information than they already know. The more the PCs know, the more IntSec



*The Men in INFRARED*

has to clean up. The MIIs are doing a poor job posing as INFRAREDs, but that doesn't usually matter—most INFRAREDs are so hopped up on mandatory meds they don't notice. Obviously, the PCs do.

**(Amnesia note:** One of the pregenerated PCs provided for this mission, Nadine-R, used to be in Internal Security in her INDIGO life. But during this interaction, don't treat Nadine-R in any special way. In her new RED-Clearance life, she doesn't remember her IntSec connections, and the Men in INFRARED don't know her. IntSec is a big bunch.)

The Men in INFRARED don't tolerate RED-Clearance snootiness. Asked who they are, they say, 'There are lots of us. Now shut up and do what we say, or believe me, your life will stink like a food vat.' The PCs' BLUE guards remain conspicuously neutral in all this.

If the PCs refuse to follow the Men in INFRARED—within their rights as RED-Clearance citizens—the agents whip out small camera-like stunguns (their MII special-issue pocket lasers) and flash the PCs. Have each player make a Violence/Agility roll. Failure means the flash renders the PC docile for a round, long enough for the MIIs to shove him into the vending nook; success means the PC isn't immobilized and can act normally. This is actually unfortunate; the Men in INFRARED try to arm-lock unaffected PCs and move them along by main force.

If the PCs remain rowdy or uncooperative, another team of MIIs appears out of the crowd. If the PCs still resist, a bunch more IntSec guards—okay, we've made our point. In this case the actual INFRARED citizens

on the platform studiously ignore it all, and the platform empties quickly.

Once the MIIs get most of the PCs rounded up in the nook (with or without violence), read:

**The shorter INFRARED attaches a small electronic device to the vendingbot and activates it. You hear a slight electric crackle. Then he herds the hovering videodrones out of the nook.**

**In an ominous and entirely fearless voice, the taller INFRARED says, 'We're secure now, so listen up. You already know one thing: You're after a bot that's highly dangerous.'**

**'Here is the other thing you need to know: This bot is absolutely top-secret. You've never even seen the color of its security clearance. You will not—I repeat, *not*—speak, write or otherwise communicate any information whatever about the bot. Its existence must remain secret from everyone. Clear? *Everyone*. Otherwise you're all on a fast ride to the termination center.'**

**'The bot is also extremely valuable. Troubleshooters are usually shoot-first, stomp-on-the-rubble-later. In this case, you are to use forethought and deactivate the bot without excessive force. Stop it, but *don't* destroy it.'**

**'Now, anyone here who's feeling stupid, start an argument. Everyone who's feeling smart, just nod your head in agreement.'**

Let the PCs be stupid or smart, as they will. We expect you don't need advice on how the MIIs and Internal Security handle stupid ones.

Smart (and bold) PCs might try to wangle some information about the bot. Depending on how polite they are and how sensible they sound—and how much they swear not to pass along the data—the agent may be willing to tell them these points:

☉ 'The bot is small, about a meter long. It can fly—*fast*. It can penetrate security using advanced stealth tech. It has a sound dampening field. It has a cloak, some kind of video armorcladding that automatically matches its surroundings. You could stare right at it and not see it, until it moves.'

☉ 'We think the VIOLET R&D scientists who designed and built the bot may have programmed a backdoor, a verbal command that overrides its programming. Highly illegal, but they're dead now, so there's nothing to be done. We haven't located the command. Discovering it might be your best hope to shut the thing down.'

(True, it's not at all *PARANOIA* to actually give useful information to players. If you stage it right, this very fact may highlight the urgency of the situation and help scare them more.)

When you want to close off this encounter:

**The taller INFRARED says, 'We'll be watching.' With that, there's another**

**Sector STA tubeway platform**

A simple INFRARED transtube platform (**Tension 2**), and a nook (**Tension 3**) where a vendingbot sells low-clearance beverages.

**Men in INFRARED (2—BLUE plain-clothes IntSec)**

*Skills:* Management 10, Interrogation 10, Intimidation 16; Stealth 09, Disguise 09; Violence 12, Agility 14, Fine Manipulation 15, Field Weapons 15, Unarmed Combat 16

*Weapons:* MII Special Issue Pocket Laser (field weapon; stuns target for one round; treat as tiny stun gun)

*Armor:* 13 (covers chest)

**flash of those immobilization stunners, and the two have disappeared.**

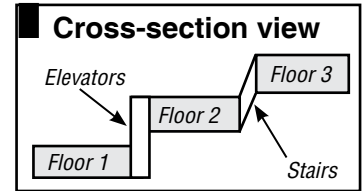
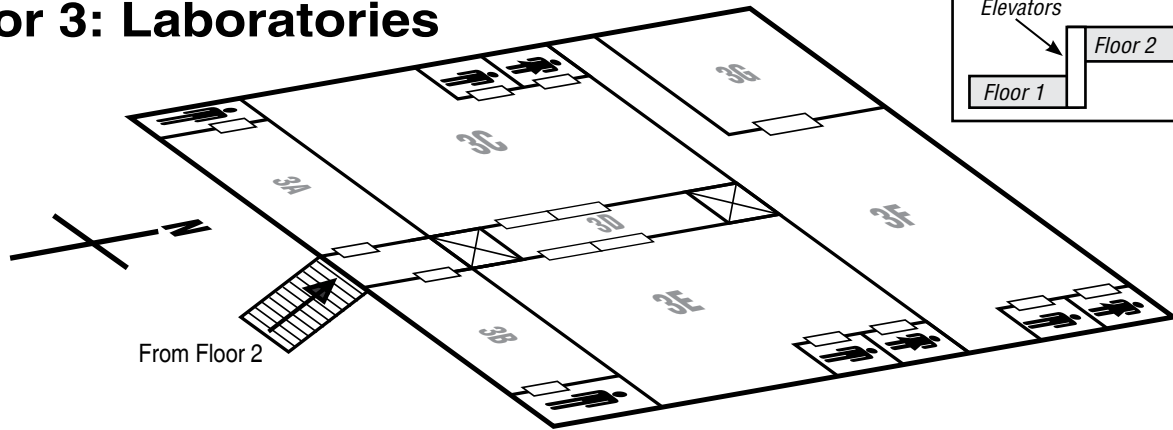
In the future, use the Men in INFRARED to add tension to any situation. When the PCs are in questionable circumstances, they might see an MII nearby, conspicuously watching. Keep them a threatening mystery. It could make the players more suspicious of ordinary INFRAREDs as well, which is a plus.

**In the field of abnormal psychology, the schizoid personality structure is well defined; in it there is a continual paucity of feeling. The person thinks rather than feels his way through life. And as the great Swiss psychiatrist Carl Jung showed, this cannot be successfully maintained; one must meet most of crucial reality with a feeling response. Anyhow, there is a certain parallel between what I call the 'android' personality and the schizoid. Both have a mechanical, reflex quality.**

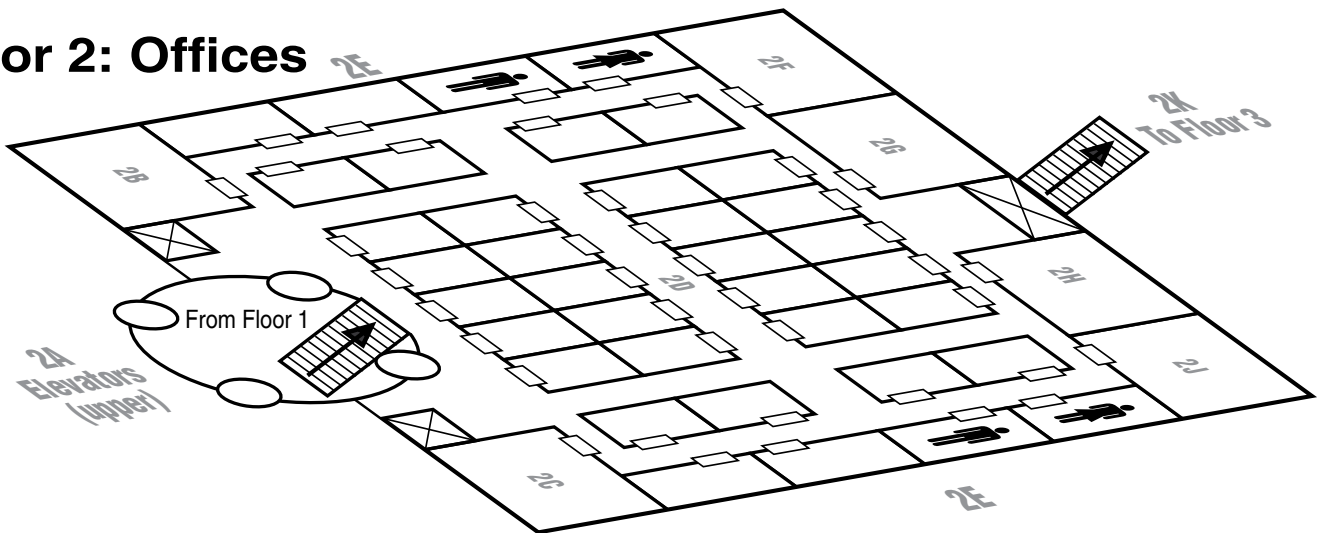
**—Philip K. Dick, 'The Android and the Human'**

# Loyalty Assurance RD—players' map

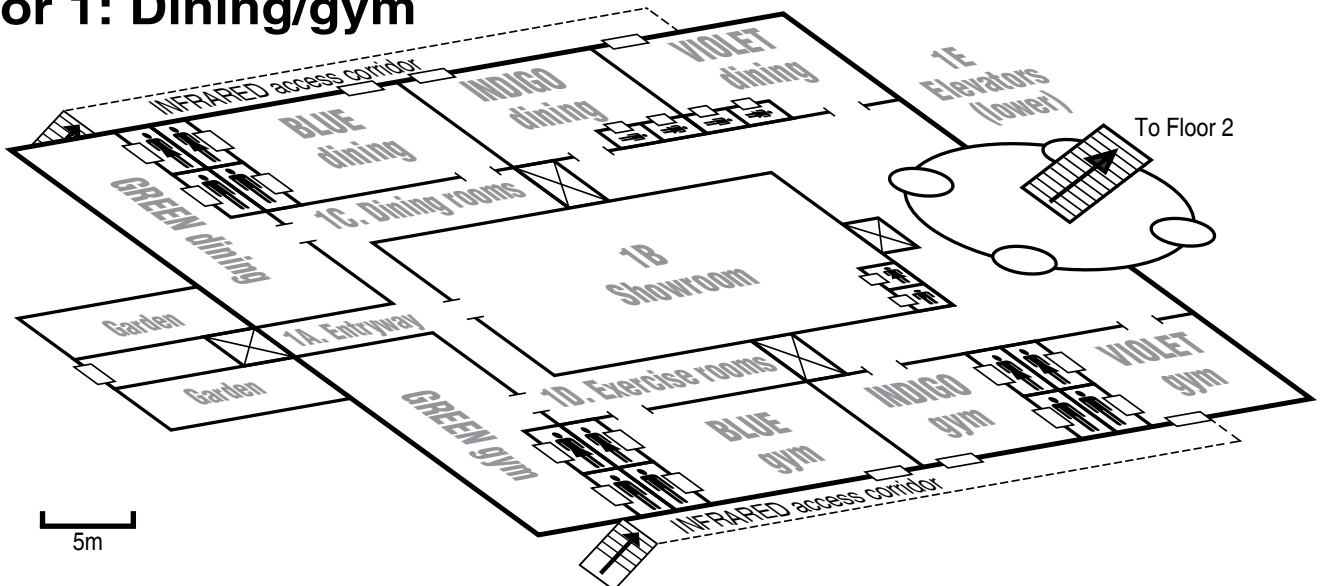
## Floor 3: Laboratories



## Floor 2: Offices



## Floor 1: Dining/gym



# Showroom presentation

**Gamemaster:** Make several copies of this transcript of the video presentation in the Loyalty Assurance showroom, Episode 4, Floor 1, map entry 1B (WMD page 65). When the Troubleshooters enter the showroom and the presentation starts automatically, distribute the copies of this script to your players. Cast them in the speaking parts and have them read the script aloud. If you like, reward good performances with Perversity points.

## FADE IN:

*[Shiny corporate logo for the Research & Design service firm Loyalty Assurance RD. Beneath the logo, the words LOBOT WMD-1 IS READY FOR ACTION!]*

*[Cut to Loyalty Assurance RD first-floor lobby. Pleasant, mellow easy-listening elevator music. Enter, down the wide staircase, four actors dressed as BLUE-Clearance R&D scientists.]*

**Scientist #1:** Are your traitors stubborn?

**Scientist #2:** Do they resist censure and brainscrub?

**Scientist #3:** Do their new clones return to their predecessors' misguided ways even after termination?

**Scientist #4:** Loyalty Assurance has the answer!

**Scientist #1:** Loyalty Assurance RD's new Lobot WMD-1 can turn traitors into productive citizens!

**Scientist #2:** It's smart! It's fast! It's covert! It has no lasting reported physical side effects!

*[Small print at bottom of screen: In selected approved laboratory studies.]*

**Scientist #3:** How can this be?

**Scientist #4:** Lobot WMD-1 uses time-tested MemGo technology!

**Scientist #1:** MemGo works using MemTag chemicals, the brilliant and fun Research & Design innovation that has been a safe and invisible part of Alpha Complex life for a classified number of years!

**Scientist #2:** MemTag neuropeptides have no trouble at all crossing the blood-brain barrier!

**Scientist #3:** Whenever our brains form new memories, the MemTags bind to the memory traces.

**Scientist #4:** These chemical markers transform at a predictable rate over hours, days and years.

**Scientist #1:** Lobot WMD-1 synthesizes MemWipe catalysts that dissolve particular forms of MemTag along with their marked memory traces.

**Scientist #2:** When the lobot applies these chemicals to the target's brain, the target loses all memories formed in the specified block of time—

**Scientist #3:** —to an estimated accuracy of one hour in several years!

**Scientist #4:** Traitors forget they ever wanted to betray Alpha Complex!

**All scientists:** *[Laughter.]*

*[A well-appointed INDIGO executive office, where a vidshow reporter is interviewing a public-relations representative hired by Loyalty Assurance.]*

**Reporter:** For Alpha Business News Service, I'm Jim-G-JNN, and today we're talking with Angelo-I-GQW, a public relations representative with Upsell Imperatives HPD. Angelo-I, you're here today to tell us about—?

**Angelo-I:** —Loyalty Assurance's "Project Ice Pick," now revealed as the Lobot WMD-1.

**Reporter:** Is it true Loyalty Assurance has secured lucrative contracts to produce the Lobot?

**Angelo-I:** Let's just say the future is looking very bright.

**Reporter:** Back before Loyalty Assurance announced this launch, some viewers may have heard loose talk about a forced merger with a competitor. What can you tell us?

**Angelo-I:** Ohhh, well, with any big breakthrough that takes a while to ramp up, you'll always have a certain amount of gossip. Now that Loyalty Assurance has revealed Project Ice Pick to selected influential tastemakers in Internal Security and leading Research & Design firms, everything is looking—as I said—very bright.

**Reporter:** Is it true Loyalty Assurance is offering generous incentives to help evangelize the Lobot project?

**Angelo-I:** Yes indeed! *[Turns to camera.]* I suggest interested parties ask their sector's R&D project approval board and Internal Security procurement office about the Loyalty Assurance Lobot WMD-1!

*[Music up. Loyalty Assurance corporate logo.]*

**Announcer:** *[Quiet, rapid]* Side effects may include retrograde amnesia, temporary blindness, retinal bleeding, temporary or permanent impairment of verbal skills, temporary agony, and sudden hair loss.

*[Music fades.]*

FADE OUT

DISSOLVE TO:

# Episode 4 Secret skills

Individual PCs gain these skills as their memories gradually return in Episode 4. At certain locations on the map, a random PC spontaneously (re)gains one of these skills. It's, you know, a Marcel Proust thing—taste the madeleine cookie, and suddenly you remember a six-volume French novel. When it's time to give out a skill, pick a player who hasn't received one yet, or who has fewer of them than the others.

## Skill #1: Exotic Plants

*Location:* Entrance checkpoint (actually at the end of Episode 3).

You've seen vids of YELLOW-Clearance hydroponics plants before—their flabby grey fungi and frail, shriveled fruits. This is *far* different—this... this... *magnanimous* GREEN gesture. Entirely without purpose except the uplifting of citizen morale! An actual lustrous-leaved *Ligustrum amurense*, though far short of its full 15-foot height! And heartbreakingly floriferous, real live *Diascia* 'Appleblossom'! And this is just the reception room. You wonder what good-hearted high-clearance citizen bestowed the plants to ornament this reception room.

As you look around the small room, your gaze falls on the mounded lavender spikes of *Nepeta faassenii*. And—is it? Could it be? Yes! a delicate, violet-hued and quite rare *Strobilanthes dyerianus*. And, oh wow! A stand of the exotic and exceedingly rare purple cultivar of *Lapageria alba*.

Alas, that at RED Clearance you are stuck with ingesting tomatoes that taste like freezer burn. You were made for better things.

You now have a Secret skill, **Exotic Plants**, at rating 14.

## Skill #4: Luxury Gyms

*Location:* Any gymnasium on Floor 1 (area 1D).

In the course of an ordinary Troubleshooting day, you get enough physical exercise that you don't need to visit the gym. A good thing too; RED gyms are noisy, sweaty affairs. You're sure you're a better match for the tonier, high-clearance gyms. Not just free weights and stationary bikes—no! The ones you occupy in your dreams: Where graceful quasi-human spabots transport you on a velvet-cushioned palanquin from a hard workout to an exquisite pedicure. You lounge, sipping a fruity vitamin drink, before a cascading waterfall. The decor—sporty light woods and Circuit Nouveau elements. The waiting list for the executive locker room, behind frosted glass doors, never includes you.

Behind those exclusive doors, you prepare to return to busy Alpha Complex life, from your refuge of private saunas, natural fiber robes, fresh fruit baskets and personal trainers. Then, of course, you wake up.

You now have a Secret skill, **Luxury Gyms**, at rating 14.

## Skill #2: Gourmet Foods

*Location:* Any dining area on Floor 1 (area 1C).

Savory smells start you salivating: Poached egg over braised leeks with shaved white truffle. You groan in delight. Oh, and the grilled porcini over Parmesan risotto...divine! Never mind the comfortable scent of duck pappardelle and acquacotta wafting its way to your nose. And...could it be?...yes! chocolate mousse brûlée, and rhubarb tart side-dipped in white chocolate and topped with a strawberry. Alas, alas that you're only RED Clearance!

You now have a Secret skill, **Gourmet Foods**, at rating 14.

## Skill #5: Luxury Soaps

*Location:* Any bathroom.

Hygiene! The very word trips lightly from your tongue. You think of soap—not the caustic, RED, skin-scoring admixtures, no! But the soap in the fine ads. You sigh with pleasure, imagining indulging in Sector DAP triple-milled soaps, with their creamy lather, exquisite fragrances, full 3% natural shea butter. You inhale glorious notes of refreshing peppermint and relaxing lavender. Your eyes sparkle in the jewel-like glow of free-rinsing glycerin suds! Oh, the sybaritic—yet hygienic—pleasures of olivewood bath brushes and textured exfoliating gloves! Alas, for more creds and higher clearance!

You now have a Secret skill, **Luxury Soaps**, at rating 14.

## Skill #3: Good Theater

*Location:* The showroom on Floor 1 (area 1B).

You sniff at this lowbrow... *production*. How can they call *this theater*? It's like... a Tella-O-MLY spectacle, for goodness' sake! You recall—from your schooling perhaps—the uplifting artistic purpose of true theater, the moral certitude of Alpha Complex life, the intellectual byways of good literary patriotism... and *this is not it*. You long for the cultural nourishment of drama shared between audience and artist. True theater is not vidtape; it is interactive, and meant to create a vibrant moment alive with possibility and emotional pedigree—and all this, completely drug-free! Alas, that access to such vitality is not available at your clearance.

You now have a Secret skill, **Good Theater**, at rating 14.

## Skill #6: Luxury Autocars

*Location:* Any office on Floor 2—the recollection is prompted by a model autocar on a desk or a wall poster or—hey, help us out here....

You eye the limo model with envy, sure you have a finer appreciation of luxury vehicles than most RED Troubleshooters. Just look at the sine-wave smoothness of that metal body. An exquisite silver Computer hood ornament, retractable for airflow assurance. And the interior details! Rich mahogany woodwork, distinctive titanium inlay, with signature interlinked AAA insignia on all door coverings. A tinted titanium fascia, bot-finished in complex reticular textures. Ah, the sense of freedom! Alas, for your current lowly job.

You now have a Secret skill, **Luxury Autocars**, at rating 14.



# Skeeter's blog (excerpts)

**214.01.07** I'm in. Medical subject matter expert for Project Ice Pick. Offsite time justified as 'neurological research in cingulotomy targeting techniques'.

Execs have furnished the lab and secured approval for all plans from their investors and the Board. Evan-V has completed key management hires, and is finishing approvals on tech-grade hires. Neurotic need to control, symptomatic of high paranoia.

**01.14** Updates for dossiers on Loyalty Assurance firm principals:

'**Chigger**' (Evan-V-JER-2, CEO & hardware engineer, Team 1) – Officious boss. Background in hardware, but utterly incompetent and manipulative. Good at covering himself; supposedly always has a fall-guy set up. *Robot domain*: Spine framework, A/V, sound and stealth hardware technologies.

'**Tick**' (Vijay-V-KRI-2, CTO & hardware engineer, Team 2) – Smart, sadistic. There is supposedly one promotion to UV available if this project succeeds; Vijay-V collects gossip about others to ensure he's the one who advances. *Robot domain*: Arm cage framework, lobotomy equipment and other robotics; titanium casting of body parts.

'**Roach**' (Freeman-V-MNP-2, software engineer, Team 1) – High IQ: because he is cunning, robot will be too. Stealthy, paranoid, eavesdropping devices everywhere. Four steps ahead of everyone else. Like Vijay-V, collects blackmail material on coworkers. Suspected Computer Phreak. *Robot domain*: 'Hygiene' AI module (medical & lobotomy knowledge), stealth skills.

'**Midge**' (Jenny-V-STA-2, software engineer, Team 2) – Pro Tech member looking hard to steal and repurpose large amounts of equipment. Quite paranoid; contemplating mass murder? *Robot domain*: Medical weapons programming, software skills. Project infrastructure; creates software tools used by HW engineers.

'**Louse**' (David-V-ZAH-2, marketing) – Represents Loyalty Assurance to ULTRAVIOLET angel group, R&D administrators and Computer. Well-connected; utterly corrupt. Shepherding grant proposals. Looking to rise high on backs of other people whom he can ditch later. *Robot domain*: Funding; liaison between IntSec and R&D on traitor recycling process; 'face' of the service firm.

**02.07** First company meeting. Evan-V made it clear who's in charge, though he and David-V are likely rivals. David-V is officious, authoritarian; possible high-degree Humanist?

**03.02** Meetings with leads and technicians. Forbidden to share information except as it relates to my medical specialty. Techs can't know what other techs are working on. Security extremely tight.

Sporadic, uninformative meetings with execs. Evan-V insists on clearing every appointment their people make with me, and endlessly briefs and debriefs me for each meeting. Increasingly hard to get offsite.

**03.07** At the water cooler today, a new hardware junior tech said his predecessor had been reassigned. I investigated. Files say Evan-V reassigned hardware tech Steve-B-CRN-6 to 'a friend's service firm, at higher pay'. Checked into possible firms—no new hires in hardware. Suspect Evan-V has 'disappeared' Steve-B-CRN.

**03.09** As I suspected. The database reports two of our officers accompanied Steve-B-CRN offsite to Wellness Redistribution Center in Sector NJA. Junior techs are quietly saying Steve-B accidentally walked into med lab—off-limits to all but key hires. (Couldn't 'accidentally' walk in, given high security. Possible mutant teleporter?)

**04.22** Not sure what it is about Sixdays, but people tend to confide more easily. Chase-B is Jenny-V's software programming tech. In our meeting

today, he mentioned Jenny-V asked him to install a backdoor in the Ice Pick code, a master override. Verbal cue, a long tongue twister; Chase-B was told only one section of it: 'When Citizen Cindy-ZEN senses IntSec citizens sending...'

Apparently each VIOLET lead knows one section of this override, so all must be present to shut down the bot.

Chase-B said the pretext was to record his hacking method as an AI macro for Ice Pick to learn 'data access' techniques. This information would be stored in the bot's skill modules.

Evidently he's hoping for promotion. Unusually naive. Chase-B doesn't know what he's done is illegal, and Jenny-V now has the goods on him.

**05.02** Luke-B-JPE is a target of interest. IntSec file indicates top scores in technical fields, and some unidentified and questionable contacts. Seems also to have a talent for subterfuge.

Luke-B has been gladhanding a lot at the water cooler. Has an inquiring mind (possible Pro Tech?). He is probing the intense security measures his boss, Freeman-V, has set in place. Luke-B claims to have found many bugs in his cubicle, and assumes there are more.

Today Luke-B told me Ian-B, Vijay-V's lead hardware tech, has been seeing docbots wheeling INFRAREDs out of the HW lab on gurneys. Ian-B hasn't gotten a close look, but the INFRAREDs all wear dark glasses coming out of the lab. He thought this strange.

**05.16 REQUEST:** Place Luke-B-JPE under Class 2E surveillance. Set up the bugs so they're gone before Bug Check every morning.

**06.02** There has been no action on my request of 05.16. Evidently my Admin contact has been transferred without replacement. Is anyone at HQ receiving these messages? Please acknowledge.

Am setting up surveillance of Luke-B on my own recognizance.

**06.17** For someone not that important to Project Ice Pick, Luke-B-JPE keeps copious notes. He stays at work as late as Evan-V allows. Luke-B tells me he's working on a tricky part of the AI stealth module. But I suspect he's trying to decipher the nature of Ice Pick. His monitors flip between showing code and showing unauthorized vidlinks to different parts of the lab. The vidlinks are just flashes, millisecond connections to avoid detection. **REQUEST:** Have Steganographic Division take stills of those vidlink flashes, and provide analysis via usual drop.

**06.22** Luke-B's vidlinks are to the physically secured hardware production area and medical lab; only VIOLETs are allowed access of any kind.

I've tapped a Humanist contact to interpret Luke-B's code. I've promised him 'witness protection services' after this. He's working on it now. **REQUEST:** Notify Admin not to raid Humanist cell code TRTR-SJC-3J5a until I give word.

**06.23** No acknowledgement of request of 06.22. Is anyone there?

**06.24** My contact says the code is obfuscated. This isn't his specialty—he needs more time. Am applying pressure.

**06.25 PRIORITY REQUEST!** Luke-B-JPE has intentionally misprogrammed Project Ice Pick. Evidently he intended the bot to attack the principal executives. My contact says the code is faulty owing to use of an 'erase' command rather than 'destroy'. Unclear whether the bot remains a threat. Require instruction urgently re: bot and Luke-B. Project Ice Pick launches tomorrow morning.

# MEMOMAX RESTORATION SUPPLEMENTARY FORM TS110445-29A: AUTHORIZATION FOR RESTORATION OF NON-PRIMARY CITIZEN BACKUP

Fill in all entries, except those entries that are already filled in or that are marked as not to be filled in. Failure to fill in or not fill in an entry will result in the form or applicant being voided. The applicant should be aware of all applicable rules and regulations. Upon completing form, submit to your local Technical Services Cloning Facility, Attn: Supervisor. NOTE: Authorizing citizen must claim responsibility by affixing name at bottom and attaching appropriate proof of identity. Otherwise form will be returned for reprocessing.

## Section 1A: Citizen(s) to be restored

Citizen #1: DAVID - V - ZAH - 2 Citizen ID: RYT019203067  
Given name Clrnc (init) Sector of origin Current clone #

Backup ID to be used: RYTTS-CB312-MM019203067-000884I2 Date of backup: 212.01.18 23:59 Clearance of backup: R

Storage facility of this backup: CB312MMSF0836 Storage facility address: RYT SUB-D13 LVL088 SUB-C27 BLDG 5 STE 67

Primary backup ID: SCLTS-CB001-MM019203067-001167I0 Storage facility (if different): CB001MMSF0001

Address (if different): N/A

Is primary backup intact?  Yes  No (explain) DESTROYED BY SABOTAGE

Citizen #2: EVAN - V - JER - 2 Citizen ID: NCS045439768  
Given name Clrnc (init) Sector of origin Current clone #

Backup ID to be used: NCSTS-CB259-MM045439768-000573I4 Date of backup: 211.08.21 23:59 Clearance of backup: R

Storage facility of this backup: CB259MMSF2923 Storage facility address: NCS SUB355 LVL146 CORR-HH2698 RM327

Primary backup ID: SCLTS-CB001-MM045439768-001264I0 Storage facility (if different): CB001MMSF0001

Address (if different): N/A

Is primary backup intact?  Yes  No (explain) DESTROYED BY SABOTAGE

Citizen #3: FREEMAN - V - MNP - 2 Citizen ID: DDW000063281  
Given name Clrnc (init) Sector of origin Current clone #

Backup ID to be used: DDWTS-CB004-MM000063281-000465I1 Date of backup: 211.06.01 23:59 Clearance of backup: R

Storage facility of this backup: CB004MMSF0089 Storage facility address: DDW LVL17 HALL 05 RM08

Primary backup ID: SCLTS-CB001-MM000063281-000898I0 Storage facility (if different): CB001MMSF0001

Address (if different): N/A

Is primary backup intact?  Yes  No (explain) DESTROYED BY SABOTAGE

NOTE: If requesting restoration for more than three citizens, list additional citizen(s) here and attach separate Form(s) TS110445-29B 'Extension to Form TS110445-29A':

JENNY-V-STA-2, NADINE-I-HRU-3, VIJAY-V-KRI-3

## Section 2: Reason for restoration of non-primary backup

Check all that apply. NOTE: If more than one citizen is being restored, and the restorations are for different reasons, submit separate Form TS110445-29A for each citizen or group of citizens being restored for identical reasons. If explanation is required, attach separate Form(s) TS110445-29C 'Explanation of Form TS110445-29A Section 2'.

- |  |  |
|--|--|
| <input type="checkbox"/> Treasonous death                  | <input checked="" type="checkbox"/> Mental faculties currently nonfunctional |
| <input type="checkbox"/> Non-treasonous death              | <input checked="" type="checkbox"/> Suitable backup(s) destroyed             |
| <input type="checkbox"/> Threat to security and good order | <input checked="" type="checkbox"/> Treasonous sabotage                      |
| <input type="checkbox"/> Impolite or intransigent behavior | <input checked="" type="checkbox"/> Equipment failure                        |
| <input type="checkbox"/> Dislikable demeanor               | <input type="checkbox"/> Worker malfeasance (explain)                        |
| <input type="checkbox"/> R&D test                          | <input type="checkbox"/> Other (explain)                                     |

### IMPORTANT!

ME Card account #: SEE ATTACHMENT

Processing fee: 10cr

Insurance: 25cr

Expedited handling incentive: 5,000cr

TOTAL: 5,035cr

NOTE: All fees deducted automatically from your account upon receipt of application.

## Section 3: Authorization (requires Clearance BLUE or higher)

Access Authorization # (AAN): SCLTS00038948 Date of issue: 214.06.07 15:41 Authorization code: HG-45-BW-81-VV-29

I understand restoring MemoMax data from an older backup can lead to inconvenient or dangerous side effects including but not limited to temporary hallucination, intermittent anterograde or lacunar amnesia, sociopathic behavior and/or temporary or permanent insanity. I understand restorations of non-current MemoMax recordings may have untoward effects on impulse control, judgement, language, memory, motor function, problem solving, socialization and spontaneity. I understand the restored citizen(s) may experience cognitive impairments, including impairments to the ability to plan, coordinate, control and execute complex sequences of actions, and may persist with one course of action or pattern of behavior when a change would be appropriate (perseveration). I understand the restored citizen(s) may require retraining in talking, eating, dressing and proper hygiene. I agree to take civic and financial responsibility for offenses against security or good order committed by the restored citizen(s) under Technical Services regulation 204.11.15.112A rev 45, 'Commitment to Responsibility for Behavior of Prospective Traitors'.

Authorizing citizen: LUKE - V - JPE - 4  
Given name Clrnc (init) Sector of origin Current clone #

# MEMOMAX RESTORATION SUPPLEMENTARY FORM TS110445-29A: AUTHORIZATION FOR BATCH RESTORATION OF NON-PRIMARY CITIZEN BACKUP

*Fill in all entries, except those entries that are already filled in or that are marked as not to be filled in. Failure to fill in or not fill in an entry will result in the form or applicant being voided. The applicant should be aware of all applicable rules and regulations. Upon completing form, submit to your local Technical Services Cloning Facility, Attn: Supervisor. NOTE: Authorizing citizen must claim responsibility by affixing name at bottom and attaching appropriate proof of identity. Otherwise form will be returned for reprocessing.*

## Section 1A: Citizen(s) to be restored

Citizen #1: \_\_\_\_\_ - \_\_\_\_\_ - \_\_\_\_\_ - \_\_\_\_\_ Citizen ID: \_\_\_\_\_  
Given name      Clrnc (init)      Sector of origin      Current clone #

Backup ID to be used: \_\_\_\_\_ Date of backup: \_\_\_\_\_ Clearance of backup: \_\_\_\_\_

Storage facility of this backup: \_\_\_\_\_ Storage facility address: \_\_\_\_\_

Primary backup ID: \_\_\_\_\_ Storage facility (if different): \_\_\_\_\_

Address (if different): \_\_\_\_\_

Is primary backup intact?  Yes  No (explain) \_\_\_\_\_

Citizen #2: \_\_\_\_\_ - \_\_\_\_\_ - \_\_\_\_\_ - \_\_\_\_\_ Citizen ID: \_\_\_\_\_  
Given name      Clrnc (init)      Sector of origin      Current clone #

Backup ID to be used: \_\_\_\_\_ Date of backup: \_\_\_\_\_ Clearance of backup: \_\_\_\_\_

Storage facility of this backup: \_\_\_\_\_ Storage facility address: \_\_\_\_\_

Primary backup ID: \_\_\_\_\_ Storage facility (if different): \_\_\_\_\_

Address (if different): \_\_\_\_\_

Is primary backup intact?  Yes  No (explain) \_\_\_\_\_

Citizen #3: \_\_\_\_\_ - \_\_\_\_\_ - \_\_\_\_\_ - \_\_\_\_\_ Citizen ID: \_\_\_\_\_  
Given name      Clrnc (init)      Sector of origin      Current clone #

Backup ID to be used: \_\_\_\_\_ Date of backup: \_\_\_\_\_ Clearance of backup: \_\_\_\_\_

Storage facility of this backup: \_\_\_\_\_ Storage facility address: \_\_\_\_\_

Primary backup ID: \_\_\_\_\_ Storage facility (if different): \_\_\_\_\_

Address (if different): \_\_\_\_\_

Is primary backup intact?  Yes  No (explain) \_\_\_\_\_

NOTE: If requesting restoration for more than three citizens, list additional citizen(s) here and attach separate Form(s) TS110445-29B 'Extension to Form TS110445-29A':

## Section 2: Reason for restoration of non-primary backup

*Check all that apply. NOTE: If more than one citizen is being restored, and the restorations are for different reasons, submit separate Form TS110445-29A for each citizen or group of citizens being restored for identical reasons. If explanation is required, attach separate Form(s) TS110445-29C 'Explanation of Form TS110445-29A Section 2'.*

- |  |   |
|--|---|
| <input type="checkbox"/> Treasonous death                  | <input type="checkbox"/> Mental faculties currently nonfunctional |
| <input type="checkbox"/> Non-treasonous death              | <input type="checkbox"/> Suitable backup(s) destroyed             |
| <input type="checkbox"/> Threat to security and good order | <input type="checkbox"/> Treasonous sabotage                      |
| <input type="checkbox"/> Impolite or intransigent behavior | <input type="checkbox"/> Equipment failure                        |
| <input type="checkbox"/> Dislikable demeanor               | <input type="checkbox"/> Worker malfeasance (explain)             |
| <input type="checkbox"/> R&D test                          | <input type="checkbox"/> Other (explain)                          |

IMPORTANT!

ME Card account #: \_\_\_\_\_

Processing fee: \_\_\_\_\_ 10cr

Insurance: \_\_\_\_\_ 25cr

Expedited handling incentive: \_\_\_\_\_ cr

**TOTAL:** \_\_\_\_\_ cr

NOTE: All fees deducted automatically from your account upon receipt of application.

## Section 3: Authorization (requires Clearance BLUE or higher)

Access Authorization # (AAN): \_\_\_\_\_ Date of issue: \_\_\_\_\_ Authorization code: \_\_\_\_\_

I understand restoring MemoMax data from an older backup can lead to inconvenient or dangerous side effects including but not limited to temporary hallucination, intermittent anterograde or lacunar amnesia, sociopathic behavior and/or temporary or permanent insanity. I understand restorations of non-current MemoMax recordings may have untoward effects on impulse control, judgement, language, memory, motor function, problem solving, socialization and spontaneity. I understand the restored citizen(s) may experience cognitive impairments, including impairments to the ability to plan, coordinate, control and execute complex sequences of actions, and may persist with one course of action or pattern of behavior when a change would be appropriate (perseveration). I understand the restored citizen(s) may require retraining in talking, eating, dressing and proper hygiene. I agree to take civic and financial responsibility for offenses against security or good order committed by the restored citizen(s) under Technical Services regulation 204.11.15.112A rev 45, 'Commitment to Responsibility for Behavior of Prospective Traitors'.

Authorizing citizen: \_\_\_\_\_ - \_\_\_\_\_ - \_\_\_\_\_ - \_\_\_\_\_  
Given name      Clrnc (init)      Sector of origin      Current clone #



## A brief history of lobotomies

It has been over 150 years since the first well-documented, albeit accidental, lobotomy. Phineas Gage, a manual laborer, was in the wrong place at the wrong time when an uncontrolled explosion in a rock blasting operation drove an iron bar cleanly through the front of his skull. Surprisingly, he survived the removal of the iron bar with his memory and intelligence unaffected, but with extreme loss of impulse control.

Lobotomies as intentional surgical practice didn't get fully underway until around the mid-20th century. The king of the ice pick, Walter Jackson Freeman II (1895-1972), popularized lobotomy as a low-cost surgical solution to psychiatric problems. Freeman based his technique on that of Portuguese neurosurgeon Antonio Egas Moniz, who in 1935 developed a technique he called prefrontal leucotomy. He drilled a hole in the patient's head and injected alcohol.

With no qualifications as a surgeon, Freeman decided DIY lobotomies were the way to go. Partnered with neurologist James Watts, he practiced Moniz's technique for a week on corpse brains from the local morgue, then operated the following week on a live patient. Afterwards, the two observed that the patient, who before the operation was afraid of losing the curls in her hair, after the operation 'no longer cared.' The operation was a success!

It is estimated that in 1936, 432,000 people were in United States mental hospitals. Understaffed, underfunded, mental health professionals sought a solution. Enter Freeman and Watts. By 1938, they started variations on Moniz's techniques, and marketed them to the media as the 'Freeman-Watts Standard Procedure'. During surgery, they would perform Stupid Lobotomy Tricks to impress spectators: Watts could insert the tubing from a heavy gauge hypodermic needle through a 2-millimeter hole in one side of a patient's head, then thread it through the brain and out the opposing hole. They even started performing lobotomies with local anesthesia, so they could ask a patient to sing or do a math problem while Freeman and Watts adjusted his brain. Not surprisingly, professionals in the medical field complained about their 'offhand manner.

By the late 30s, Freeman had become not just a neurologist, but his own marketing department, too. He sold lobotomies to the press (hey, 'it gets them home!'), traveled to conferences, did demos, and made the front page of *The New York Times*.

Still, he relied on Watts to do the cutting, and that apparently bothered him. Around 1945, Freeman got the idea to really Do It Himself. He modified an unsuccessful technique called 'transorbital' lobotomy (developed by Italian scientist Amaro Fiamberti) that required only one surgeon and a simple jab through the back of the eye socket. He modified the handle of a mass-produced ice pick he found in his kitchen drawer and—voilà!—a new surgical tool was born!

By patient number 10, Freeman felt he was ready to disclose to Watts he'd been practicing his new ice pick technique himself. Watts, believing the transorbital procedure was too risky, left the joint practice a few months later. Despite the loss of his partner, Freeman was on the road to fame and fortune: In 1948, he was elected president of the American Board of Psychiatry and Neurology, and was becoming wealthy off royalties from his lobotomy procedure. A false urban legend had it he lobotomized Frances Farmer, a famous

actress, Communist sympathizer and 'bad girl of West Seattle.' When she died in 1970, she worked as a hotel clerk.

Meanwhile, Freeman carried an ice pick around in his front pocket, and is said to have once performed a lobotomy in a motel room. In a textbook he coauthored with Watts, Freeman describes how sometimes it was necessary to maintain a patient's 'consent' by using forcible sedation to keep the patient from backing out at the last minute.

The 1949 Nobel Prize for Medicine was given to Egas Moniz, which effectively legitimized lobotomies in the eyes of the general public. Thousands of lobotomies were performed. Competently performed lobotomies usually yielded patients unaffected in intelligence (despite Hollywood depictions to the contrary). Side effects were often major, but as neurosurgeon Frank T. Vertosick writes in *Discover* magazine, 'Lobotomy could never have survived for 20 years if it yielded a lot of cretins.'

Nonetheless, or perhaps as a result, the early 50s marked the beginning of the end for the practice of lobotomies. The use of medication, rather than surgery, was on the rise. Professionals began to notice—or publicize what they'd secretly already noticed—that no reliable followup studies had been done, fatalities had occurred, surgical training in the technique was abominable (often resulting in the cutting out of large portions of patients' brains, discovered during autopsies) and surgeons had intentionally skewed recovery statistics by preferring healthy patients over so-called 'hopeless cases.' In 1952 Freeman's reputation started a slow decline from which it never recovered. By 1953, the Soviet Union had banned lobotomization. The 1962 publication of Ken Kesey's *One Flew Over the Cuckoo's Nest* marked the complete discrediting of the technique.

Nevertheless, the aggressive Walter Freeman continued the crusade to sell his lobotomy procedure, trying to prove his technique had worked. In the late 1960s Freeman toured America in his specially equipped 'lobotomobile'—yep, his own name—gathering evidence of his technique's soundness by interviewing former patients for proof of recovery.

In 1967, Freeman lobotomized his last patient—the third time this patient had been under his pick. The surgery was a failure: He tore a blood vessel in the patient's brain, and she died a few hours later. Surgical privileges removed, Freeman himself died in 1972, having performed 3,439 lobotomies.

This could never happen today...or could it? Modern psychosurgery, such as bilateral cingulotomy, has a longer approval process than in Freeman's day; it is approached more skeptically, and certainly more rarely. But doctors don't assess the procedure's success by asking patients; the results are judged solely by the psychiatrists and surgeons involved. Nor does cingulotomy rest on a scientific foundation, any more than lobotomy did.

*Wikipedia:*

<http://en.wikipedia.org/wiki/Lobotomy>

[http://en.wikipedia.org/wiki/Bilateral\\_cingulotomy](http://en.wikipedia.org/wiki/Bilateral_cingulotomy)

## Standard lobotomy technique

*(as practiced by Walter Freeman, Professor of Neurology at George Washington University, and James Watts, 1936-45)*

**Duration:** Approximately 30 minutes.

**Tools needed:** Anaesthetic, hand drill, cannula, blunt knife & common surgical items, etc.

1. Apply local anaesthetic.
2. Hand-drill holes on either side of the head.
3. Widen holes by manually breaking away further bits of the skull.
4. Insert a six-inch cannula (tubing from a heavy-gauge hypodermic needle).
5. Aim cannula at the hole on the opposite side of the head.
6. Insert blunt knife in the path initially carved by the cannula.
7. Swing the blade in two cutting arcs to destroy targeted nerve matter.
8. Ask patient to speak, sing or do a math problem.
9. Repeat on opposite side of head.
10. Rinse openings in skull with saline solution.
11. Suture closed.

**Post-op:** Nursing care, etc.

## 'Ice pick' lobotomy technique

*(as practiced by neurologists worldwide on thousands of patients, 1945-1967)*

**Duration:** Approx. three minutes.

**Tools needed:** Electroshock therapy, ice pick & common surgical items, etc.

1. Instruct aide to hold patient's legs down.
2. Anaesthetize patient with three rapid jolts of electric shock.
3. Draw upper eyelid away from the eyeball, exposing tear duct.
4. Place sharp point of ice pick in tear duct.
5. Tap ice pick lightly with hammer to drive point through the orbital plate.
6. Insert ice pick into the brain approximately two inches.
7. Pull ice pick about 30 degrees backward, or as far as possible without cracking the skull.
8. Swing ice pick up and down in another 20-degree arc to cut the nerves at the base of the frontal lobes.
9. Ask patient to speak, sing, etc.

**Post-op:** Dark glasses, ice pack.

**Sudden surprises, by the way—and this thought may be in itself a sudden surprise to you—are a sort of antidote to paranoia... or, to be accurate about it, to live in such a way as to encounter sudden surprises quite often, or even now and then, is an indication that you are not paranoid, because to the paranoid, nothing is a surprise; everything happens exactly as he expected, and sometimes even moreso. It all fits into his system; maybe *all* systems—that is, any theoretical, verbal, symbolic, semantic, etc. formulation that attempts to act as an all-encompassing, all-explaining hypothesis of what the universe is about—are manifestations of paranoia.**

**We should be content with the mysterious, the meaningless, the contradictory, the hostile—and, most of all, the unexplainably warm and giving—total so-called inanimate environment [...] very much like a person, like the behavior of one intricate, subtle, half-veiled, deep, perplexing and much-to-be-loved human being to another.**

**To be feared a little, too, sometimes. And perpetually misunderstood. About which we can neither know or be sure; we must only trust and make guesses toward. Not being what you thought, not doing right by you, not being just, but then sustaining you as by momentary caprice, but then abandoning you, or at least seeming to.**

**What it is actually up to we may never know. But at least this is better, is it not, than to possess the self-defeating, life-defeating spurious certitude of the paranoid—expressed, by a friend of mine, humorously, I guess, like this: 'Doctor, someone is putting something in my food to make me paranoid.' The doctor should have asked, was that person putting it in his food free, or charging him for it?**

—Philip K. Dick, 'The Android and the Human'



## WMD PC #1



### Evan-R-JER-2

#### Male CPU Team Leader

**Service firm:** ConFormities Ltd.  
**Service firm type:** Form Inventory Officers  
**Security clearance:** RED  
**Credits:** 1,000  
**Tic:** Refers problems to someone else.

[Tic 2:] \_\_\_\_\_

#### Example of tic in use

**Vijay-R:** Sir, you're team lead; could you contact HQ to get the code to open this box? I don't have authorization.

**Evan-R:** I could, but ask Freeman-R to do it. He has a friend in HQ, so I expect it'll go much faster for you.

#### ACTION SKILLS & SPECIALTIES

##### Management 10

Bootlicking 14  
 Chutzpah 14  
 Intimidation 14  
 Interrogation 01  
 Moxie 01  
 Con Games 01

##### Stealth 06

Security Systems 10  
 Sneaking 10  
 Sleight of Hand 01  
 Surprise-Visit Underlings Who Aren't Working 12

##### Violence 05

Energy Weapons 09  
 Destroy Audiovisual Equipment But Leave It Outwardly Unharmed 11

#### KNOWLEDGE SKILLS & SPECIALTIES

##### Hardware 06

Electronic Engineering 10  
 Mechanical Engineering 10  
 Chemical Engineering 01  
 Weapon and Armor Maintenance 01  
 Rig Nifty Audiovisual Systems For Personal Enjoyment 12

##### Software 06

**Wetware 07**  
 Psychotherapy 11  
 Undermine Underlings' Self-Confidence Through Subtle Comparisons With Other Underlings 13

**Open slots for narrow specialties:** 2  
 (Management, Software)

## WMD PC #2



### Vijay-R-KRI-2

#### Male Armed Forces Equipment Guy

**Service firm:** Impress  
**Service firm type:** Tool and Die Works  
**Security clearance:** RED  
**Credits:** 1,000  
**Tic:** Recounts anecdotes and memories badly, with muddled details.

[Tic 2:] \_\_\_\_\_

#### Example of tic in use

**Jenny-R:** And how are we today? Feeling happy?

**Vijay-R:** Er, I had this dream.

**Jenny-R:** Oh, not again. Your nightmares bring down morale.

**Vijay-R:** No, it's just, in this one I fell into a jumpsuit with infinite pockets. Or maybe it was a flak jacket with infinite pockets. Anyway, as I fell, I was waving this ME Card around. No, no, it was definitely a PDC I was waving around...

#### ACTION SKILLS & SPECIALTIES

##### Management 07

Interrogation 11  
 Intimidation 11  
 Chutzpah 01  
 Oratory 01

##### Stealth 04

Muffle Gadget Sounds 10

##### Violence 10

Energy Weapons 14  
 Field Weapons 18  
 Vehicular Combat 01

#### KNOWLEDGE SKILLS & SPECIALTIES

##### Hardware 10

Bot Ops and Maintenance 14  
 Electronic Engineering 14  
 Mechanical Engineering 14  
 Chemical Engineering 01  
 Habitat Engineering 01  
 Nuclear Engineering 01  
 Repair Broken Tangler In The Field With A Paper Clip And Some Duct Tape 16

##### Software 04

Instill Pride And Increased Sense of Self-Worth In Newer-Model Bots 10

##### Wetware 05

Nerve and Pressure Points 11

**Open slots for narrow specialties:** 2  
 (Management, Violence)

## WMD PC #3



### Freeman-R-MNP-2

#### Male Tech Services Recording Officer

**Service firm:** 1-800-PDCHELP  
**Service firm type:** Tech Support  
**Security clearance:** RED  
**Credits:** 1,000  
**Tic:** Refers problems to someone else.

[Tic 2:] \_\_\_\_\_

#### Example of tic in use

**Vijay-R:** Freeman-R, could you contact HQ to get the code to open this box? I don't have authorization.

**Freeman-R:** I would love to, but I don't know anyone there any more. It's urgent, is it? If you need it so quickly, ask David-R. He's really good at cutting through red tape fast.

#### ACTION SKILLS & SPECIALTIES

##### Management 05

Bootlicking 09  
 Moxie 09  
 Intimidation 01  
 Oratory 01  
 Detect And Calm People's Suspicions They Might Be Under Surveillance 11

##### Stealth 10

Surveillance 14  
 Disguise 01

##### Violence 04

Energy Weapons 08  
 Forcibly Insert Surveillance Devices Where They Seemingly Can't Fit Without Breaking 10

#### KNOWLEDGE SKILLS & SPECIALTIES

##### Hardware 04

Habitat Engineering 08

##### Software 11

Bot Programming 15  
 Financial Systems 15  
 Data Analysis 01  
 Vehicle Programming 01  
 Provide Completely Misleading Tech Advice 17

##### Wetware 06

Psychology Of Targets Who Suddenly Realize They're Under Surveillance 10

**Open slots for narrow specialties:** 2  
 (Stealth, Hardware)



## Freeman-R-MNP-2

### Male Tech Services Recording Officer

**Mutation:** Hypersenses

**Secret society:** Computer Phreaks (degree 1)

**Secret skills:** Surveillance 10, Juggling 06, Hacking 10

**Background:** Once out of the Junior Citizens' creche, you thought life would be... well, not better, but marginally less bad. Until some fellow INFRAEDs—Armed Forces service firm thugs—in your barracks beat you to a bloody pulp. For *no reason!* Later you learned they'd 'volunteered' for experimental medication. You learned to hate all Armed Forces bullies and the experiments Armed Forces performs at the expense of ordinary citizens.

Since then, you've kept a protective security bubble around yourself: As much as possible, you know others' schedules, affiliations—at least those that are 'public' knowledge—contents of private conversations, account balances. You try to stay three steps ahead of everyone else.

In uncommon moments of self-doubt, you wonder if it'd be better citizenship to stop planting eavesdropping devices everywhere. But the way you see it, it's for self-protection. No one will look out for you but yourself. Plus, those tidbits of forbidden knowledge helped you get promoted to RED.

Unfortunately, one time you got discovered, and that led to your original Prime body's unpleasant end. At least, that's sort of how you remember it. Usually.

You should have been assigned to IntSec, but your facility with technology put you in Tech Services, where you met your Phreak pals. They taught you how to hack surveillance systems. Through your job at the help desk, you discovered how to muddle others' understanding of software, a talent that made you even more valuable to your boss. And with your new Troubleshooter boss, Evan-R, you intend to do exactly the same thing. For now, encourage him as team leader. But eventually he'll report to you.

### SECRET SOCIETY INSTRUCTIONS

Last month The Computer transferred you here to DSF Sector. You've never been here before, you don't know anyone, and you've had the worst time trying to connect with your society. None of the usual recognition signals or code phrases work. You've been operating on general principles, without a specific assignment.

You do recall one special countersign: 'she packs glass flasks in sacks—in fact, B3 she seeks.' You're supposed to speak this phrase in response to a line about—was it scrubbots? 'Scrubbing cot spots free of blots'? Something like that....

### PERSONAL EQUIPMENT

- (1) red jumpsuit and pair of boots
- (1) utility belt with pouches
- (1) red canvas backpack
- (5) black juggling balls (INFRAED)
- (1) Old Reckoning games emulator for PDC (GREEN)
- (3,492) Old Reckoning computer games (GREEN)
- (1) set Holeproof solid steel undergarments (ILLEGAL)
- (1) sheet of explanations of why you walk so funny

### ASSIGNED EQUIPMENT

- (1) laser pistol body (no barrel)
- (2) red laser barrels
- (1) suit red reflex armor
- (1) Series 1300 PDC
- (1) Multicorder 1 with these programs: recorder, editing, toxin analysis, lie detector, radar
- (2) pills bintorazine ('Pointy Heads')

## Vijay-R-KRI-2

### Male Armed Forces Equipment Guy

**Mutation:** Mechanical Intuition

**Secret society:** Corpore Metal (degree 1)

**Secret skills:** Demolition 14, Haptics (Touch Simulation) 06, Twitchtalk 16

**Background:** It was a fortunate day when you were transferred from a sadly misplaced assignment in a sensitivity training service firm to the tool and die field. You felt so out of place among those touchie-feelies in ST that some days you just wanted to break their soft-skinned, bantam necks. But old habits die hard; everyone in ST was 'encouraged' to share his dreams. You still have a hard time holding back.

Yet now the drills and lathes of T&D sing to you. They're also useful for liberating bots unjustly enslaved to the Meat Empire, so no one must know why some equipment occasionally goes missing.

Your current service firm assignment has you performing field repairs on tanglers. You've gotten good at both repairing and using them. Those skills are probably why you've been chosen as a Troubleshooter, though you can't say for sure.

They put you through a week of training as equipment guy. With your technical knowledge, you'll do well with whatever mission they throw at you. You kind of wish you weren't responsible for driving the team around, though; you didn't do so well on that training. Your memory is hazy, but you sort-of recall that's how your original meat body got taken out. At least, sometimes you recall it that way. Sort of.

You half-suspect some high-up Corpore Metallic arranged your assignment as equipment guy. What better way to meet and liberate bots?

During MBD training, that Freeman-R persistently annoyed you. Yeah, he's recording officer, but what the hey? Can't he leave you alone, already? You hate those Tech Services know-it-alls—bot oppressors, that's all they are! You might have to perform some random surprise inspections on his belongings.

### SECRET SOCIETY INSTRUCTIONS

Last month The Computer transferred you here to DSF Sector. You've never been here before, you don't know anyone, and you've had the worst time trying to connect with your society. None of the usual recognition signals or code phrases work. You've been operating on general principles, without a specific assignment.

You do recall one special passphrase: 'When Citizen Cindy-ZEN senses IntSec citizens...' You're supposed to use the phrase only in dire emergency. What was the countersign? Something about 'sending scrubbots to scrub cots'? Well, this will make sense once you finally upgrade your bloody meatbrain to clean silicon.

### PERSONAL EQUIPMENT

- (1) pocketknife with 22 blades and gadgets
- (1) red jumpsuit and pair of boots
- (1) utility belt with pouches
- (1) red canvas backpack
- (1) box of paperclips
- (1) roll red duct tape
- (1) tube Super-Gum extra-strong adhesive
- (1) tube Super-Gum solvent
- (1) package baby carrots (ORANGE)
- (3) fake red laser barrels (ILLEGAL)

### ASSIGNED EQUIPMENT

- (1) laser pistol body (no barrel)
- (2) red laser barrels
- (1) suit red reflex armor
- (1) Series 1300 PDC
- (1) Multipurpose Tool Kit (MTK)
- (2) pills bintorazine ('Pointy Heads')

## Evan-R-JER-2

### Male CPU Team Leader

**Mutation:** Bureaucratic Intuition

**Secret society:** FCCC-P (degree 1)

**Secret skills:** Alpha Complex History 13, Church Bingo Night 09, Propaganda (FCCC-P) 04

**Background:** Well, of *course* they chose you to lead the team! You're just the most responsible, well-intentioned, rigorous, structured, efficient person on the team, *plus* you know the most about forms. There really *was* no other choice. *But* you're sure at least a couple others on the team envy you enough to do something drastic. They tried to cover their jealousy by sneakily *encouraging* you to be team leader, but you're on to them. So you'll handle them with care, and with a few hidden security devices.

In case of discovery, though, you should set up evidence framing one of the others—that twit, David-R, say. You once got caught spying, and that's how you lost your original Prime body. At least, you *think* that's how it happened; your memory is hazy.

On the upside, your training as a team leader was brief and, you thought, quite easy. You're *positive* you got great scores. You've got everything under control—except maybe your teammates. Personnel issues aren't your strength; they're one of those 'soft' arts for Human Resources grunts. So when you do pay attention to such matters, which you *hope* won't be often, you'll have to work harder at them. In the meantime, just keep your teammates in line by sneaking up behind them and demanding to know *why* they're not doing as they were told.

You were transferred from an audio/video manufacturing service firm where you learned what your boss dismayingly called 'average' technical skills. Your current Forms Inventory Officer training in hardware and software forms management dovetails nicely with your position as team leader. Any idiot goon can fight; only citizens with half a brain—and sufficient incentive (minus tithes to the church)—can push Form A.687-b/c.1 through the grinding gears of bureaucracy with minimal hassle.

### SECRET SOCIETY INSTRUCTIONS

Last month The Computer transferred you here to DSF Sector. You've never been here before, you don't know anyone, and you've had the worst time trying to connect with your society. None of the usual recognition signals or code phrases work. You've been operating on general principles, without a specific assignment.

You do recall one special countersign: 'sending scrubbots to scrub cots' blots free of spots.' In dire emergencies you're supposed to speak this phrase in response to a line about—was it 'Citizen Cindy-ZEN'? Something like that....

### PERSONAL EQUIPMENT

- (1) red jumpsuit and pair of boots
- (1) utility belt with pouches
- (1) red canvas backpack
- (1) ballpoint pen, red, high-quality (used as status symbol and to point to things)
- (6) pyroxicline (Wide-Awake) tablets
- (1) Multicorder self-destruct program (ILLEGAL)
- (1) miniaturized audiovisual recorder (ILLEGAL)

### ASSIGNED EQUIPMENT

- (1) laser rifle body (no barrel)
- (2) red laser barrels
- (1) suit red reflex armor
- (1) Series 1300 PDC
- (2) pills bintorazine ('Pointy Heads')

## WMD PC #4



### Jenny-R-STA-2

#### Female R&D Happiness Officer

**Service firm:** BrainBanter Corp.  
**Service firm type:** RoboPsych Auditing  
**Security clearance:** RED  
**Credits:** 1,000  
**Tic:** Enthused but uncomprehending.

[Tic 2:] \_\_\_\_\_

#### Example of tic in use

**Vijay-R:** To open this, turn off the power, then adjust coupling JF2-9 by upping the ampage 14% and adding 5 mils of co-polyetherolase-2-based coolant. Can you do that while I pin these cables aside?

**Jenny-R:** *[Smiles brightly.]* Sure! Be happy to help! What do I do again?

**Vijay-R:** *[Sighs.]* Here, I'll turn off the power. When I give the word, you move this *here* and pour some of *this* in *there*. Got it? Okay, here I go... *[Sticks head in among cable trunks.]*

**Jenny-R:** *[Nods pertly.]* Got it. Dead simple. *[Flips power switch on.]*

**Vijay-R:** Zzzzzzzppppffff.

#### ACTION SKILLS & SPECIALTIES

##### Management 05

Moxie 09  
 Intimidation 01  
 Play Really Dumb Without Getting Yourself Killed 11

##### Stealth 04

Find Blind Spots In Camera Surveillance 10

##### Violence 06

Energy Weapons 10  
 Blind Electronic Sensors With Low-Power Laser 12

#### KNOWLEDGE SKILLS & SPECIALTIES

##### Hardware 04

Mechanical Engineering 08

##### Software 12

Bot Programming 16  
 Data Analysis 16  
 C-Bay 01  
 Financial Systems 01  
 Make Newer-Model Bots Feel Subservient 18

##### Wetware 09

Psychology 13  
 Suggestion 13  
 Biosciences 01  
 Medical 01

**Open slots for narrow specialties:** 2  
 (Hardware, Wetware)

## WMD PC #5



### David-R-ZAH-2

#### Male HPD&MC Loyalty Officer

**Service firm:** SubSales, Inc.  
**Service firm type:** Subliminals Police  
**Security clearance:** RED  
**Credits:** 1,300  
**Tic:** Erroneously believes himself to be the coolest clone in Alpha Complex.

[Tic 2:] \_\_\_\_\_

#### Example of tic in use

**Vijay-R:** Could you contact HQ to get the code to open this box? I don't have authorization.

**David-R:** Hey, I'm your guy. Just a sec. *[Makes a call on his PDC.]* Heyyy, how are ya? Yeah? Yeah. *[Pause.]* No, the FunBall tourney. Hah, you wish. They all called *me* for tickets. *[Pause.]* Yeah, they said they didn't care about FunBall, they just wanted to come with *me*. *[Pause.]* Yeah, you know it. Heyyy, I need a code....

#### ACTION SKILLS & SPECIALTIES

##### Management 10

Bootlicking 14  
 Chutzpah 14  
 Con Games 14  
 Interrogation 01  
 Intimidation 01  
 Oratory 01  
 Pour On The Blarney When Finances Are At Stake 16

##### Stealth 09

Concealment 13  
 Sleight of Hand 13  
 Sneaking 01  
 Disguise 01  
 Swipe Gadgets Smaller Than Your Head 15

##### Violence 06

Energy Weapons 10

#### KNOWLEDGE SKILLS & SPECIALTIES

##### Hardware 04

Likely Market Price Of Unusual Technology 10

##### Software 04

**Wetware 07**  
 Suggestion 11  
 Medical 01  
 Hawk Subliminal Ads For Multicorder Programs For High-Clearance Citizens 13

**Open slots for narrow specialties:** 2  
 (Violence, Software)

## WMD PC #6



### Nadine-R-HRU-2

#### Female Tech Services Hygiene Officer

**Service firm:** IntensiCare TS  
**Service firm type:** Medical Services  
**Security clearance:** RED  
**Credits:** 1,000  
**Tic:** Likes to position people in a room.

[Tic 2:] \_\_\_\_\_

#### Example of tic in use

**Nadine-R:** Okay, everyone, I've got good news and bad news. The chemicals we're finding here can be mutagenic in combination—let me show you. David-R, if you'd just sit down over here, you'll have a good angle to see. Jenny-R, if you could just duck a bit, your hair is in the way. Thanks. Oh, and Vijay-R, *please*, you're blocking the light. If you could just move over here...

#### ACTION SKILLS & SPECIALTIES

##### Management 08

Hygiene 12  
 Chutzpah 01  
 Promote Fear That Lack of Hygiene May Result In Mutation 14

##### Stealth 04

##### Violence 10

Energy Weapons 14  
 Fine Manipulation 14  
 Projectile Weapons 01  
 Carve Message With Scalpel 16

#### KNOWLEDGE SKILLS & SPECIALTIES

##### Hardware 04

Skin-Core Sampler Ops & Maintenance 10

##### Software 05

Data Search 09  
 Bot Programming 01  
 Dig Up Hygiene Records From Years Past 11

##### Wetware 09

Biosciences 13  
 Medical 13  
 Pharmatherapy 17  
 Cloning 01  
 Outdoor Life 01  
 Suggestion 01

**Open slots for narrow specialties:** 2  
 (Stealth, Wetware)

## Nadine-R-HRU-2

### Female Tech Services Internal Security Hygiene Officer

**Mutation:** Death Simulation

**Secret society:** Anti-Mutant (degree 1)

**Secret skills:** Power Studies 04, Craniometry 14, Propaganda (Anti-Mutant) 09

**Background:** You truly believe in using medicine to save the lives of people—but not mutants. Mutants are to be experimented upon. However, it's handy to have real people sedated during surgery so you can check to make *sure* they're not mutants. *Your* special talent isn't really a *mutation*—just the power of mind over body. You've got a great big mind, and you have your craniometry measurements to prove it. (*Craniometry*: measuring the skull to determine intelligence and personality traits.)

That Internal Security got you assigned as hygiene officer on a Troubleshooter team tells you someone high-clearance fears the mutant superbug the medical community has been warning of for years. Your skills in surgery and other medical arts will help you assess the situations to which your team is exposed. Watch out for that idiot Jenny-R, though. She may try to give unqualified pharmatherapeutic advice.

As a medical technician by training, you assume you're on the team to handle the aftermath of a) violence done to your teammates, and b) their exposure to foreign bodies. You know about diseases; you're pretty sure your original Prime body died from a bioengineered mutagen. At least, that's sort of how you remember it. Usually.

A little prevention goes a long way; perhaps you can convince your fellow Troubleshooters not to rush into potentially mutagenic situations in the first place. For that matter, why not check their medical histories for prior exposure to mutagens? Really, they all strike you as potential, if not current, mutants.

### SECRET SOCIETY INSTRUCTIONS

Last month The Computer transferred you here to DSF Sector. You've never been here before, you don't know anyone, and you've had the worst time trying to connect with your society. None of the usual recognition signals or code phrases work. You've been operating on general principles, without a specific assignment.

You do recall one special countersign: 'and pippats to Pat-I-TAP to trap a sap at Vat C-TRAT.' In dire emergencies you're supposed to speak this phrase in response to a line about—was it 'B3 sweetly streaks the sheets'? Something like that....

### PERSONAL EQUIPMENT

- (1) red jumpsuit and pair of boots
- (1) utility belt with pouches
- (1) red canvas backpack
- (2) razor-sharp scalpels (S4K Impact armor-piercing)
- (1) craniometry ruler
- (1) soap-on-a-rope (YELLOW)
- (177) downloaded songs by Old Reckoning singers (ILLEGAL)

### ASSIGNED EQUIPMENT

- (1) laser pistol body (no barrel)
- (2) red laser barrels
- (1) suit red reflex armor
- (1) Series 1300 PDC
- (1) Medical 6 PDC software program
- (1) first aid kit
- (1) Skin-Core Sampler Type 6
- (1) bottle Instant Kleen 'N' Brite
- (6) red hand towels
- (2) pills bintorazine ('Pointy Heads')

## David-R-ZAH-2

### Male HPD&MC Loyalty Officer

**Mutation:** Charm

**Secret society:** Free Enterprise (degree 1)

**Secret skills:** Haggling 07, Advertising & Marketing 12, Bribery 14

**Background:** There may be ten guys smarter than you in the complex, but hey, you're sure they're not nearly as *smoooooth*. You tell great stories, you're on top of C-Bay fashion (and IR Market and Gray Subnet fashion, *shh!*), and you have heaps of friends—at least when they're in front of you. It's when they're behind you that you worry. (*Heyyy*, it's a joke!) With smarts and charm, you're meant for leadership, *real* leadership. But for now, you're happy to see the team-leader target painted on Evan-R's chest.

Your current jobs as Subliminals Police Marketer, Troubleshooter and loyalty officer expedite your activities in Free Enterprise (*shh!*). *Heyyy*, what loyal citizen wouldn't want to buy more product? The purchase of consumer goods bolsters the economy; only a Communist would fleshshare or split his helping of Cheez Pleezer. If you make a few extra creds on the side, well hey, that's the sign of a great society! Go, Computer! *Hey!*

Gotta make sure you don't cross the wrong folks, though—all too easy in FreeEnt. You seem to recall a run-in with a thug that led to the untimely termination of your original Prime body. At least, that's the way you remember it. Sometimes.

As a Troubleshooter, you can get out of your office and do more to promote consumption. You'll have to watch your compulsion to swipe valuable stuff (for resale, of course); it could get you in trouble.

### SECRET SOCIETY INSTRUCTIONS

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You do recall one special countersign: 'when B3, so sweet, streaks the sheets.' In dire emergencies you're supposed to speak this phrase in response to a line about—was it "B3" she squeaks, "B3" she shrieks'? Something like that....

### PERSONAL EQUIPMENT

- (1) red jumpsuit and pair of boots
- (1) utility belt with pouches
- (1) red canvas backpack
- (6) yellow legal pads (YELLOW)
- (6) blue pencils (BLUE)
- (6) red pens
- (1) box paper clips
- (4) ChocoNuts! bars (ORANGE)
- (1) credit relicenser (just slot in a plasticred disk, and this little box rewrites the licenses on its credits so they only work for purchasing office supplies; ILLEGAL)

### ASSIGNED EQUIPMENT

- (1) laser pistol body (no barrel)
- (2) red laser barrels
- (1) suit red reflex armor
- (1) Series 1300 PDC
- (1) Indestructible Loyalty Transcripts Recorder-2 (ILTR-2)
- (1) backup ILTR-2
- (1) videodrone override program (you'll get this at your mission briefing; ask the GM at that time, but keep it a secret, or you get a treason point!)
- (2) pills bintorazine ('Pointy Heads')

## Jenny-R-STA-2

### Female R&D Happiness Officer

**Mutation:** Adrenalin Control

**Secret society:** Pro Tech (degree 1)

**Secret skills:** Experimental Equipment Repair & Maintenance 09, Gyroscopes 15, Demolition 10

**Background:** If you do say so yourself, you've got a scary combination of psychological manipulation skills, which serves you well as a robopsych auditing counsellor in the guise of a ditz. You've psychologically reprogrammed at least six bots to serve Pro Tech (take *that*, Corpore Metal!). The more servant bots you can procure in the name of Science, the better. You're more careful around bots nowadays, though, after you tried reprogramming a combot and it went kinda wrong. You lost your original Prime body that way—at least, you think that's how it happened. Your memory is sort of hazy.

You're pleased about your assignment as happiness officer. Here's a job you can get behind... with the full force of your skills. Evan-R and David-R seem envious; after all, who wants to be team lead? And of course, if any traitors are found, they're responsible. Keep an eye on those two, and encourage them to enjoy their roles. You're the only one qualified for this job. Also keep on top of Vijay-R. You're pretty sure he's been stealing gadgets *you* wanted to steal. Use his poor, can't-do attitude to get him in trouble with his superiors.

Why you're on a Troubleshooter team in the first place is a mystery. Presumably a mission came up that required mastery of software skills you learned as a robopsych auditor. Your related psychological skills may play some role too, who knows?

### SECRET SOCIETY INSTRUCTIONS

Last month The Computer transferred you here to DSF Sector. You've never been here before, you don't know anyone, and you've had the worst time trying to connect with your society. None of the usual recognition signals or code phrases work. You've been operating on general principles, without a specific assignment.

You do recall one special countersign: "B3" she speaks, "B3" she squeaks, "B3" she shrieks.' In dire emergencies you're supposed to speak this phrase in response to a line about—was it 'glass flasks in sacks'? Something like that....

### PERSONAL EQUIPMENT

- (1) red jumpsuit and pair of boots
- (1) utility belt with pouches
- (1) red canvas backpack
- (1) gyroscope
- (1) energy pistol (YELLOW)
- (1) laser power rheostat (reduces damage from laser shots; good for burning out surveillance sensors without doing visible damage; GREEN)

### ASSIGNED EQUIPMENT

- (1) laser rifle body (no barrel)
- (2) red laser barrels
- (1) suit red reflex armor
- (1) Series 1300 PDC
- (1) Personality Stabilizer Drug Kit (contains 5 tablets qualine [E-Z-Duz-It], 5 tablets xanitrick [Wider Awake])
- (1) PDC copy *Morale Lifters: Officially Sanctioned Jokes, Songs, Pep Talks and Dinner Speeches for the Happiness Officer in You*, 87th edition
- (1) registered account on [stayhappy.hpd](#) ('The Happiness Officer's Official Preplanned Spontaneous Activities Website!')
- (2) pills bintorazine ('Pointy Heads')