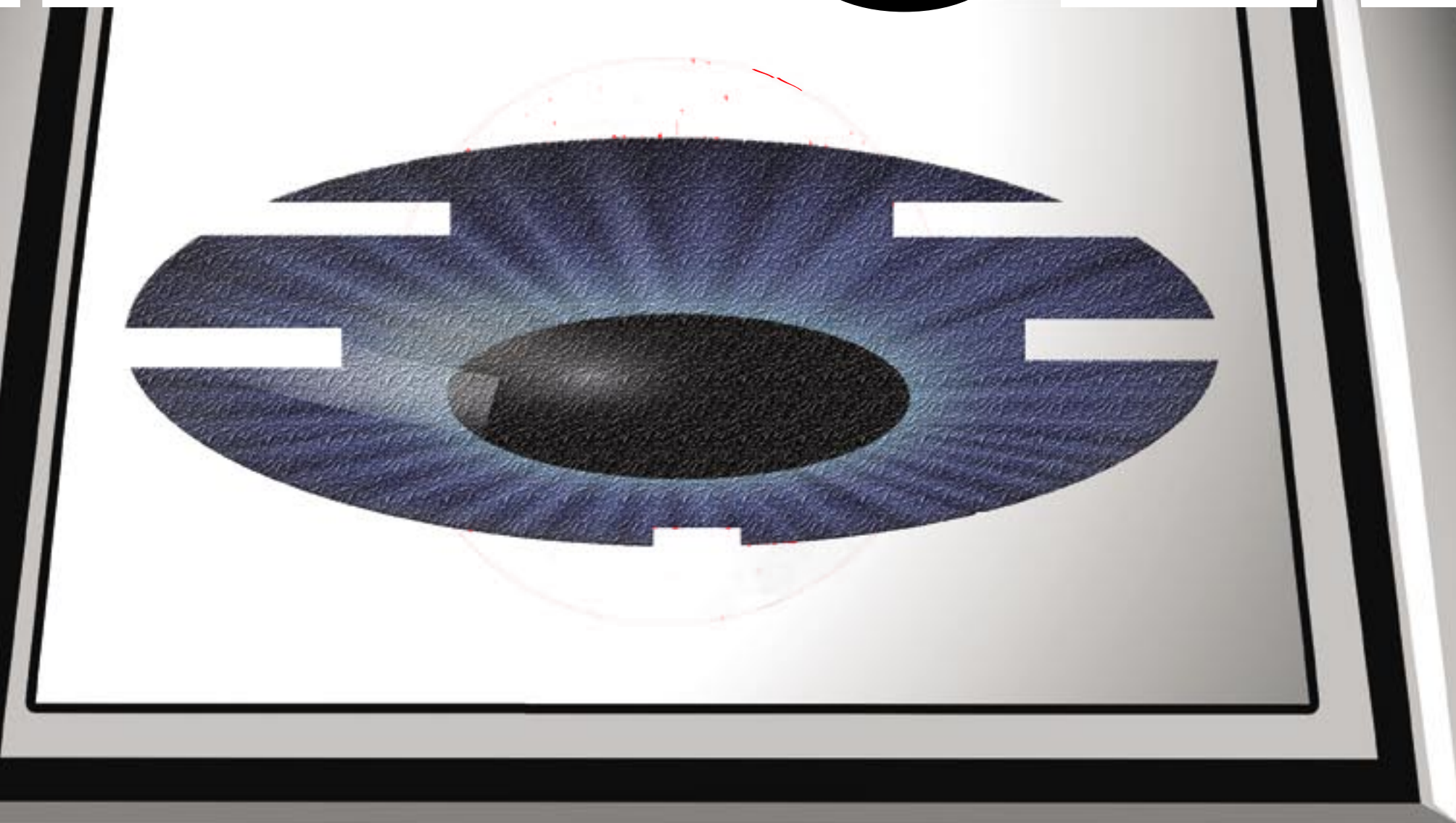


There is no 'you' in Computer. ☹ Troubleshoot smarter, not harder! ☹ I saw wearing white, was he? ☹ My mind is going. I can feel it. ☹ Why do I even This hurts me more than it hurts you. ☹ Smile—you don't know when Friend ☹ teh computre is you're freidn ☹ Here is your ME Card, don't lose it. ☹ If ☹ Network scrubbed clean of all illicit filesnarers. ☹ Stay there, Friend identity card. ☹ Have you spent enough credits today? ☹ Have you done enough for a free trip. ☹ R&D wants you. ☹ A traitor is as a traitor does. ☹ Do your is really in charge? ☹ Your actions have been logged. ☹ You have chosen the term 'crazy' here. ☹ Drink Bouncy Bubble Beverage: It's the Mandatory Computer'? ☹ If you weren't guilty, we wouldn't be interrogating you. ☹ What, justification for requisitioning a warbot. ☹ Internal Security: Because Every device. ☹ I wonder what happens if I push this button? ☹ We put the Trouble with your name on it! ☹ Treason makes Friend Computer cry. ☹ If you your Hot Fun right here. ☹ Troubleshoot THIS. ☹ Shoot first, fill out accusation do you think you're going today? ☹ I'm sorry, citizen, but that side-effect Ignorance is Bliss. Happiness is Mandatory. See how it all works out? ☹ Whoever red tape—that's all you're cleared for. ☹ He who lives without discipline dies. forever. ☹ Time and briefing officers wait for no clone. ☹ The truth? You can't Exception. Termination in progress. ☹ Disobedience is treason. Hesitation is message is treason. ☹ All Citizens in Sector VCM, please disregard rising available. In the meantime, please submit hourly progress reports. ☹ HPD&MC you don't succeed, hope that your clone might. ☹ Reminder from Friend Computer: Thinking may be hazardous to your health of *pi*. ☹ For I'm called little Buttercup, dear little Butterc— what are *you* looking at, citizen? ☹ Are your earlobes sensitive but what am I? ☹ Attention all citizens—there will be a quiz on this. ☹ We apologize for the temporary inconvenience. please cover your eyes. Thank you. ☹ Never forget mandatory remembrances. ☹ Speak up for silence! ☹ Spill your guts ears, citizen? ☹ Nothing is easy by design. ☹ Guilty conscience? For peace of mind, turn yourself in. ☹ Being told is upwards in an orderly queue. ☹ You are reaching the edge of my infinite patience. ☹ Sweat the small stuff, citizen. ☹ clard for th ltr '. ☹ Use of the word 'No' is treasonous. Answer all questions with 'Yes.' ☹ Please ignore that countdown. ☹ Smile, it helps your clone live longer. ☹ R&D, now up to a 27% survival rate. ☹ Nothing to see here, move along. ☹ knows what treason lurks in the hearts of citizens? The Computer knows. ☹ Careless talk costs clones. ☹ That is not already have won a free trip to R&D! ☹ I love the Computer! ☹ Regulate your breathing—wasting air is treason ☹ of the clone tank this morning? ☹ Are you feeling lucky, citizen? ☹ Do I look like I'm joking? ☹ How do you switch it think we have one of those? ☹ 406 Internal Error: Computer Directive Not Found. Please report for termination Dumped. All Troubleshooters report to UNIX-sector reactor. ☹ Using computer property for cover from Communist a good daycycle to die. ☹ I'm sorry, anaesthesia is not available at your security clearance. ☹ Would you mind not Mandatory Bonus Lobotomy yet? ☹ q?m92Vb'0?I????wym *immediately!* ☹ Have you stopped committing traitorous found. ☹ Insert credit for another clone. ☹ The following message is true. The previous message was false. ☹ I agree, do not take a breath. ☹ That may be a biohazard. Or it may not. Further testing is required...that means an interesting opinion, citizen. ☹ Please submit your thoughts for verification. ☹ Please stand on the 'X' mark, Those are *my* options, citizen, not yours. ☹ Everything is under control. Absolutely nothing has gone wrong. Do not to this mission, are you? Oh dear. ☹ You are in error: 2+2 = 5.34169. Please recalibrate your equipment accordingly. citizens in BRQ sector please jump up and down three times. ☹ Congratulations, citizen! You have been selected eat is treason. ☹ If it doesn't kill you, it might make you more loyal. ☹ Your security clearance expired 178.8 stand by. ☹ There is a 68 percent probability that this is a lie. ☹ Trust no one! ☹ Winning hearts and minds. of your brain-capacity check. ☹ That would be telling... ☹ What would it take for you to become a traitor? ☹ ☹ Friend Computer says: Kiss my diodes ☹ Statistically, you do not exist. ☹ panic is under control. Do not may hurt. ☹ Reading this message is prohibited. ☹ Soyilent Red is made of Troubleshooters! ☹ Lock and You know you want to. ☹ Where are your pants, citizen? ☹ There is no cause for alarm. Your clone replacement

PARANOIA



what you did last nightcycle. ☹ That last guy we shot—he wasn't bother, citizen? What's the point? Sometimes I just want to... ☹ Computer is watching. ☹ Friend Computer is always watching. you haven't purchased it, you've stolen it from Friend Computer. Computer is sending marketers to re-educate you. ☹ You are your for your service firm? ☹ Traitors are everywhere. Report one today duty. ☹ Let your lasers do the talking. ☹ And just who do you think unwisely. ☹ Noncompliance is required at this stage. ☹ We don't use Thing! ☹ Certainly you meant to add 'except, of course, my friend The exactly, does the reactor core need shielding from? ☹ Please enter Citizen Likes Feeling Secure ☹ Insert tongue in biometric verification back into Troubleshooter. ☹ We've got a Termination Authorization Form [*undesirable behavior*], then the Commies have already won. ☹ I've got forms later. ☹ I'm not a number! I'm a... oh wait... yes I am. ☹ Where is treasonous. ☹ Pop quiz! Have you stopped committing treason? ☹ said 'Money can't buy happiness' should be terminated. ☹ Of course there's ☹ Happiness is a smoking laser barrel. ☹ A flash-fried Commie is a joy handle the truth! ☹ Illegal User Error. Vulture Squadron en route. ☹ Fatal treason. Failure is treason. Treason is treason. ☹ Failure to disregard this flow of toxic waste. ☹ Emergency Disaster Aversion Equipment not presently thanks you or your clone for eliminating the Communist infiltrators. ☹ If at first ☹ Why did you consider the Junior Citizen creche a legitimate strike target? ☹ To proceed, please enter precise value to touch? Explain. ☹ That information is not available to citizens with your personal ID number. ☹ I know what *you* are, ☹ Readings indicate increased stress and tension. Explain. ☹ *Every* hour is Happy Hour. ☹ All Citizens in Sector RGH, regularly! ☹ Laughter is the Mandatory Medicine. ☹ Imagination is a treasonous deceiver! ☹ Did you wash behind your believing. ☹ Unmedicated Thought is Unmitigated Treason ☹ You have the freedom to obey all orders. ☹ Proceed ever Embody the masses. ☹ Do unto others as is about to be done unto you ☹ Ffctiv immdiatly, all rd lvl citizns ar no longr ☹ Soyilent Green is made from **DELETED FOR SECURITY REASONS** ☹ Traitors in WEG Sector have been terminated. Knowledge of the rules is treason. ☹ When in doubt, spackle. ☹ Cranium shape may indicate mutant ability. ☹ Who a sanctioned use of Hot Fun, citizen. ☹ Happiness is mandatory. Misery is treason. ☹ Congratulations! You may Secret society amnesty! Turn yourself in to Termination Center G17. ☹ Well! Who got decanted from the wrong side off? What security clearance are you? ☹ Oops, sorry... I meant your *left*, citizen. ☹ Split personality? Why do you immediately. ☹ You are bleeding above your security clearance. ☹ Filesharing is Communism! ☹ Fatal Error: Core laser-fire is treason. Please step out into the open. ☹ Please don't cry. It's a waste of Computer resources. ☹ It is shooting at the tacnukes? ☹ I'll make you wish you were never cloned! ☹ Citizen, have you signed up for your deeds? ☹ You have been volunteered. ☹ Please fill out the attached form to avoid termination. Error: Form not believe you are an error, citizen. ☹ If you agree to the above terms and conditions, take a breath. If you do not you, citizen. ☹ Trust the Computer...Trust the Computer...Trust the Computer...Trust the Computer... ☹ That's after removing any mirrored or explosive items or Cherry YumYum Hot Fun on your person. ☹ Abort, Fail, Retry. panic. Do not panic. ☹ Termination is mandatory. Traitors will be happiness. ☹ You're not the clone I assigned ☹ Because I'm The Computer, that's why. ☹ Your call is important to me. Please hold. ☹ Attention! All for random termination! ☹ Rejoice! This weekcycle R&D will supply this sector with experimental food. Failure years ago. ☹ No need to explain the incident. All necessary information has already been analyzed. Please Please stand by. ☹ This is clearly illogical. ☹ I am afraid this information is not compatible with the results This sector has been traitor-free for [000] days. ☹ Believe the lie. ☹ Can the real traitor please stand up? Everything. ☹ Did I give you permission to dissolve, citizen? ☹ Haven't you been terminated yet? ☹ This load. ☹ Company loves misery. ☹ Have you confessed today? ☹ Cleanup in Aisle 3. ☹ Push that button. is already en route. ☹ Nice try. ☹ What's the password? ☹ Remember to scream. ☹ Trust The Computer.

Reward chart

This is close to an exhaustive list. It includes several entries that an Alpha Complex citizen would not actually see; identification of these lines is left as an exercise for the reader.

A given act may qualify for more than one reward. Use the lowest. That'll show 'em.

KEY

% = a percentage of the character's current monthly salary; cr = credits

☒ = This number equals the difference in security clearance ranks. For instance, a RED citizen who risks his life to save a GREEN citizen earns (3 x 5%)= a 15% bonus.

B/2.A really large favor that takes most of a day, if not longer: 70 cr
 C. Unctuous flattery: 10 cr
 D. Completing a mission successfully: promotion and credit bonus equal to one month's salary (minus deductions for damage, expenses, etc.)
 E. Completing a service service and filing a report: 100 credits
 F. Risking your life to serve or rescue a citizen of your clearance: 500 cr

F/1. A higher-clearance citizen: ☒ x5%
 F/2. To serve The Computer: 50%
 G. Terminating a traitor of your clearance or lower with sufficient evidence: 50%
 G/1. A traitor of higher clearance: 25%
 H. Turning over a traitor of your clearance and filing a report: 100 credits
 H/1. A traitor of higher clearance: 10%

Acts Deserving Rewards

A. Being extremely happy: 10 cr
 B. Doing a small favor spontaneously for a higher-clearance citizen: 10 cr
 B/1. A large favor involving non-trivial effort: 30 cr

Equipment chart

Possessing an item marked with a double asterisk (**) below the listed clearance is treason. In Straight games possessing an item without the double asterisk is insubordination punishable by a fine. In Classic or Zap games possessing the item is treason. Note: If you don't like something on this list, change it.

Bots

[cost; clearance]
 Bot brain, used: 500; varies
 Combat**: 30,000; B
 Docbot Model 4: 4,000; R
 Docbot Model 18: 100,000; B
 Guardbot: 8,000; G
 Jackobot: 10,000; O
 Petbot: 400; any
 Robuter: 2,500; Y
 Scrubot: 1,000; R
 Teachbot: 1,000; R
 Warbot Model 425 Mark 4**: not for sale

Coms and multicorders

[cost; clearance]
 Com 1: 100; R
 2: 500; Y
 3: 1,000; G
 4**: 5,000; I
 Multicorder 1: 600; R
 2: 1,000; G
 3**: 5,000; I
 4**: 10,000; V
 Multicorder programs: 100; varies
 PDC: 250; R

Vehicles

Autocar: 15,000; R
 Copter: 75,000; G
 Crawler: 50,000; Y
 Transbot: 50,000; O
 Transition: 2,500; R

Tension levels

by location

When an area could have more than one Tension level, use the highest.

0: Sewers; reactor cores; Outdoors; conferences with the GM
 1: IntSec interrogation chambers
 2: INFRARED areas
 3: Supply closets; garages; bot stations; HPD&MC indoctrination centers
 4: RED areas
 5: Briefing rooms; food vats; sickbays; clone tanks; PLC warehouses
 6: ORANGE areas
 7: Mess halls; waiting rooms; grooming stations; elevators and stairwells
 8: YELLOW areas
 9: R&D labs; any place with Junior Citizens (kids)
 10: GREEN areas
 11: Troubleshooter HQ; Armed Forces bases; armories
 12: BLUE areas
 13: Termination centers; re-education centers; IntSec stations
 14: INDIGO areas
 15: Power and Tech Services control rooms; IntSec headquarters
 16: VIOLET areas
 17: Confession booths; Refrigerator-freezer, portable: 250; O
 CPU monitoring loci
 18 ULTRAVIOLET areas
 19 Central Compnodes
 20 Bathrooms

Clone backup costs

[Straight games only]

6-pk Clone #s	Cost	Cost/clone
1 Prime + 2-6	2,000	400
2 7-12	6,000	1,000
3 13-18	15,000	2,500
4 19-24	30,000	5,000
5 25-30	60,000	10,000

STEP	0	1	2	3	4	5	6
CHARACTERS	OKAY	SNAFU	WOUNDED	MAIMED	DOWN	KILLED	VAPORIZED
OBJECTS	OKAY	LIGHTLY DAMAGED	IMPAIRED	HEAVILY DAMAGED	BUSTED	JUNKED	VAPORIZED
TREASON	OKAY	PROBATION	CENSURE	MEDICATION	BRAINSCRUB	TERMINATION	ERASURE

Weapon chart

Weapon	Wpn type	Dmg type	Min-Boost-Max	Shots	Range	Cost	Clearance	Notes
Blaster	Energy	E	M3K	1	50	500	O	
Brass knuckles	Hand	I	SSW	—	—	10	R	
Cone rifle**	Projectile	—	—	1	200	1,000	B	
Cone rifle shells**								
solid slug	I	W3K	1	200	100	B		
solid AP	I	W3K	1	200	150	B	AP	
dum-dum	I	M3K	1	200	120	B		
HE	I	W2K	1	200	200	I	area 40m	
HEAT	I	W2K	1	200	400	I	AP, area 40m	
napalm	E	S2K	1	200	300	B	area 8m, spray	
flare	—	—	1	200	100	B	bright light	
ECM	E	J2J	1	200	400	I	only vs. bots	
gas	B	varies	1	200	250	B	area 30m; see note 1	
tacnuke**	E	V1V	1	200	150,000	V	area 160m; see note 2	
Cone rifle shell triggers**	—	—	1	—	100	B		
Energy pistol	Energy	E	W3K	5	60	200	Y	
Flamethrower	Field	E	S3K	10	20	500	Y	area 20m, spray
Force sword	Hand	E	S3K	—	—	400	B	
Gauss gun	Field	E	W3K	100	20	500	I	area 20m (60-degree cone)
Grenade	Thrown	I	W3K	1	20	50	R	area 5m
Hand flamer	Field	E	S3K	3	40	1,000	V	easily concealed
Ice gun	Projectile	I	S3K	25	50	500	G	spray
Knife	Hand	I	S5K	—	—	20	R	thrown range 20m
Laser pistol (barrel)	Energy	E	W3K	6	50	25	*	needs body
Laser pistol (body)	Energy	—	—	—	—	75	R	needs barrel
Laser rifle (barrel)	Energy	E	W3K	6	100	50	*	needs body
Laser rifle (body)	Energy	—	—	—	—	250	O	needs barrel
Needle gun	Projectile	I	S3W	10	60	750	B	AP
Neurowhip	Hand	E	S5M	—	—	300	G	
Plasma generator**	Field	E	V1V	10	—	2,000	V	area 20m (60-degree cone)
Rock or debris	Thrown	I	O5W	1	20	—	any	
Rock or debris, big	Thrown	I	O4W	1	10	—	any	
Slugthrower	Projectile	—	—	—	—	450	Y	
solid slug	I	W3K	6	50	50	Y		
solid AP	I	W3K	3	50	75	G	AP	
dum-dum	I	W3K	6	40	60	Y		
HE	I	W2K	6	40	75	Y		
HEAT	I	W2K	6	40	100	G	AP	
napalm	E	S2K	1	40	75	Y	area 3m	
flare	—	—	1	40	40	Y	bright light	
ECM	E	H2J	1	40	200	I	only vs. bots	
gas	—	varies	1	40	75	Y	area 5m; see note 1	
Slugthrower, semi-automatic	Projectile	—	—	—	—	750	G	spray (see note 3)
Sonic pistol	Energy	E	S3W	10	60	150	O	see note 4
Sonic rifle	Energy	E	S3W	10	100	300	O	see note 4 again
Stun gun	Field	—	Stun	6	40	250	O	see note 5
Sword	Hand	I	W5K	—	—	20	any	
Tangler	Field	—	—	3	50	250	G	see note 6
Truncheon	Hand	I	S5K	—	—	10	R	
Unarmed combat	Unarmed	I	O5K	—	—	—	any	
Used weapon			10-25% off market value; reliability varies (heh,hehl)					

Note 1: Gas effects are listed in Chapter 41, "Equipment," under 'Cone rifle and slugthrower.'
 Note 2: Roll damage from a tactical nuclear weapon only in extraordinary circumstances. Otherwise, assume mass vaporization.
 Note 3: Semi-automatic slugthrowers fire slugthrower ammo at a higher rate. Solid, solid AP, dum-dum, HE and HEAT ammo can be sprayed. The other ammo types are one-shot and hence can't be sprayed (duh).
 Note 4: A 'Wounded' result means target is deafened for one scene (not physically wounded) and stunned (see note 5) for one round.
 Note 5: This weapon stuns the target. A stunned target can't perceive or do anything for one round.
 Note 6: This weapon entangles the target. An entangled target can't move and is snafued until end of next round. Target can move when snafu ends.

MARGIN	1	2	3	4	5	6	7	8	9	10	11	12	13	14	15	16	17	18	19	20
BOOST 1	+1	+2	+3	+4	+5	+6	+6	+6	+6	+6	+6	+6	+6	+6	+6	+6	+6	+6	+6	+6
BOOST 2	—	+1	+1	+2	+2	+3	+3	+4	+4	+5	+5	+6	+6	+6	+6	+6	+6	+6	+6	+6
BOOST 3	—	—	+1	+1	+1	+2	+2	+2	+3	+3	+3	+4	+4	+4	+5	+5	+5	+6	+6	+6
BOOST 4	—	—	—	+1	+1	+1	+1	+2	+2	+2	+2	+3	+3	+3	+3	+4	+4	+4	+4	+5
BOOST 5	—	—	—	—	+1	+1	+1	+1	+1	+2	+2	+2	+2	+2	+3	+3	+3	+3	+3	+4
BOOST 6	—	—	—	—	—	+1	+1	+1	+1	+1	+1	+2	+2	+2	+2	+2	+2	+3	+3	+3

Armor chart

	Type and protection	Cost (credits)	Clearance	Notes
ArmorAll**	4	2,500	B	hardened; full-figure
Asbestos clothing	E3	100	any	ablative
Battle armor**	6	100,000	I	hardened; full-figure
Combat suit**	5	10,000	B	hardened
Environment suit	—	1,000	G	see note 7; full-figure
Farraday suit	—	5,000	G	see note 8; full-figure
Kevlar	I3	800	O	
GM fiat	Infinite	—	any	only characters important to the storyline
Reflec, legal	E1	500	*	see note 9
illegal	E2	1,000	—	
incredibly illegal	E3	3,000	—	

Note 7: Armor protects against hazardous environments (gas, poison).
 Note 8: Protects against radiation and strong magnetic fields.
 Note 9: Reflec protects only against laser attacks (not other energy attacks, just lasers) of its color or lower. The reflec's color is its clearance. Illegal IR-market upgrades may offer greater protection (yeah, right).

Hit location

Does it matter what part of the target's body gets hit? Only if it's entertaining. Roll 1d20, ignore the result and pick a body part. That's what got blown off.

For more rigorous guidance, note the die result and consult this table:

1: Left hand
 2: Right hand
 3-4: Left arm
 5-6: Right arm
 7-12: Left leg
 13-14: Right leg
 15-16: Loins
 17-18: Chest
 19-20: Eye, teeth, tongue, nostril, earlobe, etc.

If you roll a part that's already been blown off, use the next line down on the table.

Insubordination chart

See the **Key** for the Treason chart on the panel to the right.

Offense

Offense	Classic	Straight
A. Asking a question irrelevant to a mission or duty	10cr	1%
B. Asking whether a particular hypothetical question unrelated to a mission or duty would be considered insubordinate or treasonous	20cr	2%
C. Asking whether a particular hypothetical question, if it were hypothetically directly related to a mission or duty, would be considered insubordinate or treasonous (nobody likes a smartass)	30cr	3%
D. Being out of uniform or sloppy	10cr	10cr
E. Being unhappy	10cr	1%
F. Bringing bad news	50cr	—
G. Curiosity about or postulation of supposed virtues of Old Reckoning times	10cr	10cr
H. Curiosity in general, undue	30cr	30cr
I. Evading IntSec or Computer surveillance	50	5%
J. Excessive impoliteness	10cr	—
K. Failing a hygiene inspection	10cr	10cr
L. Jokes, insolence, or disregard for the importance of a mission or duty	10cr	10cr
M. Jokes, insolence, or disrespect for a specific higher-clearance citizen	☒x100	☒x1%
N. Jokes, complaints or warnings about a specific service firm or group other than Internal Security	30	3%
O. Jokes, complaints or warnings about Internal Security	100	10%
P. Questioning the ability or judgment of a higher-clearance citizen	☒x100cr	☒x100cr
Q. Questioning the ability or judgment of The Computer	1,000	100%
R. Turning off one's PDC (communicator) during a mission	50cr	50cr
S. Unauthorized vandalism or destruction of property of equal or lower clearance, not in line of duty	50cr	replacement cost

Treason chart

This is a set of guidelines, not an exhaustive list. Lots of other things are treason, too. You assign their fines or treason damage. For that matter, feel free to change these guidelines. **An offense deals the treason damage you want it to deal.**

Penalties vary between Classic and Straight games. In general, Straight correction is less severe than Classic regarding violations of decorum and ordinary daily conduct, but more severe than Classic regarding false accusations, assault, wanton destruction and other lighthearted stuff. Compared to Straight games, Classic offenses against citizens of clearance lower than the offender aren't that big a deal.

KEY

Character conditions: Okay, Probation, Censure, Medication, Brainscrub, Termination & Repatterning (Twiddling), Erasure
 Offenses are listed in **Minimum-Boost-Maximum** format. *Example:* P5B means the offense's default minimum correction is Probation, its Boost (the margin needed to add one treason damage step) is 4, and the maximum correction is Brainscrub.
 ☒ = number of ranks of difference in security clearance between the offender and the individual or object involved in the offense. For instance, a RED citizen who insubordinately questions a GREEN superior's judgment (an offense listed as ☒x100) earns (3x100)= a 300 credit fine.
 % = percentage of the citizen's current monthly salary. **cr** = credits. **Replacement cost** = the cost in credits to replace the destroyed item or clone)

Offense	Classic	Straight
Accusations of treason		
AA. Being accused of treason by a citizen of lower clearance	+1 to Boost number	unchanged
BB. By a citizen of equal clearance	unchanged	unchanged
CC. By a citizen of higher clearance	-1 Boost (min. 1)	-1 Boost (min. 1)
DD. Falsely accusing a lower-clearance citizen of treason	O5C	C4M
DD/1. A citizen of equal clearance	O4C	P4M
DD/2. A citizen of higher clearance	P3M	C3B
Conduct and bearing		
EE. Arguing with the Gamemaster	Medication	Medication
FF. Assaulting a lower-clearance citizen	O5T	P5T
FF/1. A citizen of equal clearance	C4T	C3T
FF/2. A citizen of higher clearance	M3T	M3T
GG. Being present in a location of higher security clearance	P4M+ ☒x100 cr	P4C+ ☒x1% cr
HH. Damaging, destroying or losing assigned equipment	P3C	P3C+replacement cost
II. Failure to defer to a citizen of higher security clearance	P4B+ ☒x100 cr	P4M+ ☒x1% cr
JJ. Files sharing: 1	P4C	P4C
KK. Framing a citizen of lower clearance for a crime	P4M	C4B
KK/1. A citizen of equal clearance	C4B	C4T
KK/2. A citizen of higher clearance	M4T	M4E
LL. Possessing a treasonous (Unhealthy) skill	Brainscrub	Brainscrub
MM. Possessing unauthorized food, information or equipment	P3M+ ☒x100 cr	O2C+ ☒x1% cr
NN. Refusing to take a prescribed drug	P4M	Censure
OO. Threatening the physical or financial safety of a lower-clearance citizen	O5B	P4B
OO/1. A citizen of equal clearance	C4B	C3B
OO/2. A citizen of higher clearance	M3B	M3B
PP. Unauthorized destruction of higher-clearance property	P4M+ ☒x100 cr	P4M+ ☒x1% cr
QQ. Demonstrating knowledge of the PARANOIA rules above the player's clearance	Termination	Brainscrub
RR. Lying to the Gamemaster	Termination!	Termination!
Missions		
SS/1. Disobeying an order given by a mission superior	P5B	P5B
SS/2. Disobeying an order given by The Computer	C5T	C5T
SS/3. Failure to complete a mission	O4C	P4M
SS/4. Failure to complete a service service	O5C	P5M
SS/5. Refusing the assignment of a service service	P5M	P5M
SS/6. Refusing to accept a mission	Termination	Termination
Mutation		
TT/1. Mutation registration	Medication	Medication
TT/2. Suspicion of mutation possession	C4T	C4B
TT/3. Proof of mutation possession		