

# PARANOIA™

## Internal Security



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New *PARANOIA* edition  
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QUILLIAMS  
2009

# PARANOIA™

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Looking after your best interests

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## Security Clearance *ULTRAVIOLET* WARNING:

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

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## 1. IntSec



**"To Serve & Protect"**

**CONTROL EVERYTHING IS UNDER  
CONTROL EVERYTHING IS UNDER  
CONTROL .....**

### **SECURITY CLEARANCE BLUE – CLEARED FOR INTSEC AGENTS**

May I be of assistance, trooper?

**Trooper? I thought I was a  
Troubleshooter or something.**

Incorrect. By reading this, you have been reassigned to serve as an Internal Security Field Trooper.

**What does that mean?**

You are now one of the elite of Alpha Complex. You hunt down Commie Mutant Traitors and terminate them;

you keep the proles in line; you are the enforcers of The Computer's directives.

**So, the secret police then?**

Well, you'll be wearing a helmet with a flashing red light and carrying a very large gun, so 'secret' may be inaccurate. But basically, yes. As an IntSec Trooper, you have BLUE clearance, with all the rewards and benefits associated with that exalted status.

**That all sounds great! Do I get bigger  
guns and armour and real food and  
more drugs and –**

Yes, yes, yes and yes. And cortex bombs.

**What's a cortex bomb?**

A small explosive charge, implanted in your skull. It may be detonated if you fail your mission.

**What's my mission?**

To ensure that everyone in Alpha Complex is Loyal, Happy and Obedient,

and to identify traitors. By the way, you are a mutant and a member of a secret society. You are a traitor.

**I saw that one coming. Ok, what does  
keeping people Loyal, Happy and  
Compliant mean?**

Internal Security measures the state of the sector using various carefully calibrated methods. Each sector has a Happiness Index, a Loyalty Index, a Compliance Index and a Security Index. You must keep these values within the limits set at the start of the mission. You must also meet your Termination Quota. This is Total Quality Security. Failure to meet Total Quality Security Requirements will be punished.

Please note that the methods used to determine Happiness Index, Loyalty Index, Obedience Index and Treason Index are not available at your security clearance.

**So, not only do I have to hunt down  
traitors while being a traitor myself,**



**I also have to put up with a lot of incomprehensible rules that I don't understand?**

Correct.

**Are you sure this will be fun?**

Fun? Fun, citizen? You are the jackbooted thugs who rule over Alpha Complex with an iron fist. You are the enemy. You are Them.

Of course this will be fun.

Obtain paper and a pencil. Obtain one 20-sided polyhedral die, available in hobby stores. Obtain three to six other players, one of whom will be the Gamemaster (GM) who runs the game.

Whether or not you are familiar with the concept of roleplaying games, read the Non-example of play later in this introduction.

Now you may begin to play *PARANOIA - INTSEC*. True, you know nothing about the game yet. This is acceptable and even desirable for *PARANOIA - INTSEC*.

If you insist, you may read all of the Player section, which begins on page 2 and ends on page 62. It teaches a bit about the *PARANOIA* setting, how to create your IntSec character, and nothing at all of any importance about the rules of the game. The Player section is classified Security Clearance BLUE, which you may read without fear of termination.

The rest of this book – the Gamemaster section, Sourcebook and Mission – is classified Clearance ULTRAVIOLET. This is above your Clearance, so you are not permitted to read it. Only the Gamemaster, the person who runs the game, may read it. If you read any Gamemaster material, or display any knowledge of its contents during play, you are a traitor and will be hunted down by the rest of the players. Unless you do it secretly, when they're not watching.

Are you sure they're not watching? Have you checked all the doors and windows?

What about hidden cameras? What about spy-holes in the attic? Are you sure you can trust *yourself*? Is your mind secure?

By the way – and this is for real – don't read the mission! No, really, don't. A mission is a story the Gamemaster will inflict – run for your characters. If you know all the plot details and surprises in advance, you'll have less fun when you play.

## Attention, Gamemaster!

Oh fortunate one, most trusted of The Computer's servants, you are Clearance ULTRAVIOLET and therefore may read this entire book. Read the Player section first so you know what your players know, then read the rest. The INTSEC rules require a little more planning and preparation than basic *PARANOIA*, but only a little. It's not like the players can argue with you anyway – just familiarise yourself with all the new ways to screw them over and you'll be freewheeling and improvising in no time.

The Player section contains rules for creating IntSec characters. The first few times you play, we suggest you give your players the pregenerated (ready-made) characters in the Mission section. Photocopy these characters and hand them out to your players before you begin their mission.

The first time you run INTSEC, use the mission provided in this book. This is an unusual game, and by using the mission, you'll see how to do things. Later you'll devise your own missions to delight and torment your players.

## Attention, longtime players and Gamemasters!

**Citizen:** Friend Computer!

**The Computer:** At your service!

**Citizen:** How does this book relate to the classic *PARANOIA* game I love?

**The Computer:** *INTSEC* offers a new way to play *PARANOIA*, adding extra

responsibilities to the players while maintaining the ever-present atmosphere of Fear and Ignorance. Unlike lowly Troubleshooters, Internal Security agents have something to lose.

**Citizen:** Do I need the main *PARANOIA* rulebook to play this game?

**The Computer:** No, this book is self-contained. However, each of the three rulebooks – *TROUBLESHOOTERS*, *INTSEC* and *HIGH PROGRAMMERS* – gives a different perspective on Alpha Complex. Collect all three!

**Citizen:** What about *HIL Sector Blues*, reprinted in the *Extreme PARANOIA* supplement? That was about IntSec agents too?

**The Computer:** Correct. *HIL Sector Blues* is the original inspiration for this game; the donor of its genetic material, so to speak.

**Citizen:** So, any changes are mutations?

**The Computer:** Genetic deviancy is treason. Do not mix metaphors. Do not taunt Friend Computer.

**Citizen:** Er, tell me how *INTSEC* play differs from normal *TROUBLESHOOTERS* play!

**The Computer:** Certainly! As a Troubleshooter, you are given a nonsensical and/or incomplete briefing and then lead by the nose into a series of death-traps, where you betray your teammates in a futile attempt to complete your Secret Society mission and/or hide your own treasonous deeds.

As an IntSec Trooper, you are given a nonsensical and/or incomplete briefing and then have much greater freedom to choose which death-traps you jump into. You will still betray your teammates in a largely futile attempt to complete your Secret Society mission and/or hide your own treasonous deeds, but with added gadgets. Like, as previously mention, cortex bombs.

Welcome to Internal Security.

## Non-example of play

As *INTSEC* play differs in several key respects from traditional *PARANOIA*, it is useful and illustrative to present an example of play at this point. However, as the reader is as yet unaware of the contents of this book\*, the example of





play will present a certain popular horror roleplaying game based on the works of HP Lovecraft... as filtered through the paranoid mindset.

## If Popular Horror RPG™ worked like PARANOIA

**Gamemaster:** You blast the cultist to bits. Picking through the sticky wet remains, you find a printout.

**Antiquarian:** I'll take it! That's evidence, that is!

**Librarian:** It might be in code. You'd better give it to me – I'm trained in decoding ancient texts. Yes, give it to me.

**Dilettante:** So, you *want* to read the blasphemous document that drives people mad?

**Librarian:** What are you implying?

**Dilettante:** Oh, I don't know. I'm just saying that only a cultist would want to read a cult document.

**Antiquarian (to the GM):** While they're arguing, I read it.

**GM (to the Antiquarian):** It mentions an upcoming cult meeting at an abandoned church. Oh, and it mentions another cult, all of whom have a black mark on their chest.

**Antiquarian (to the GM):** Like the mark on my chest?

**GM (to the Antiquarian):** Yep.

**Antiquarian (to the group):** Aha! I know where the cult is meeting next!

**Dilettante:** So, you read the manuscript that drives men mad?

**Antiquarian:** It was just an, er, evil memo.

**Dilettante:** Ok, let me read it then.

**Antiquarian:** There's no time for that! We've got to go stop this dastardly cult meeting!

**Librarian:** Good plan! I'll fill the car with dynamite, you get the shotguns.

**Antiquarian (to the GM):** While he's doing that, I'm going to report back to my cult and tell them that the other cult knows about us!

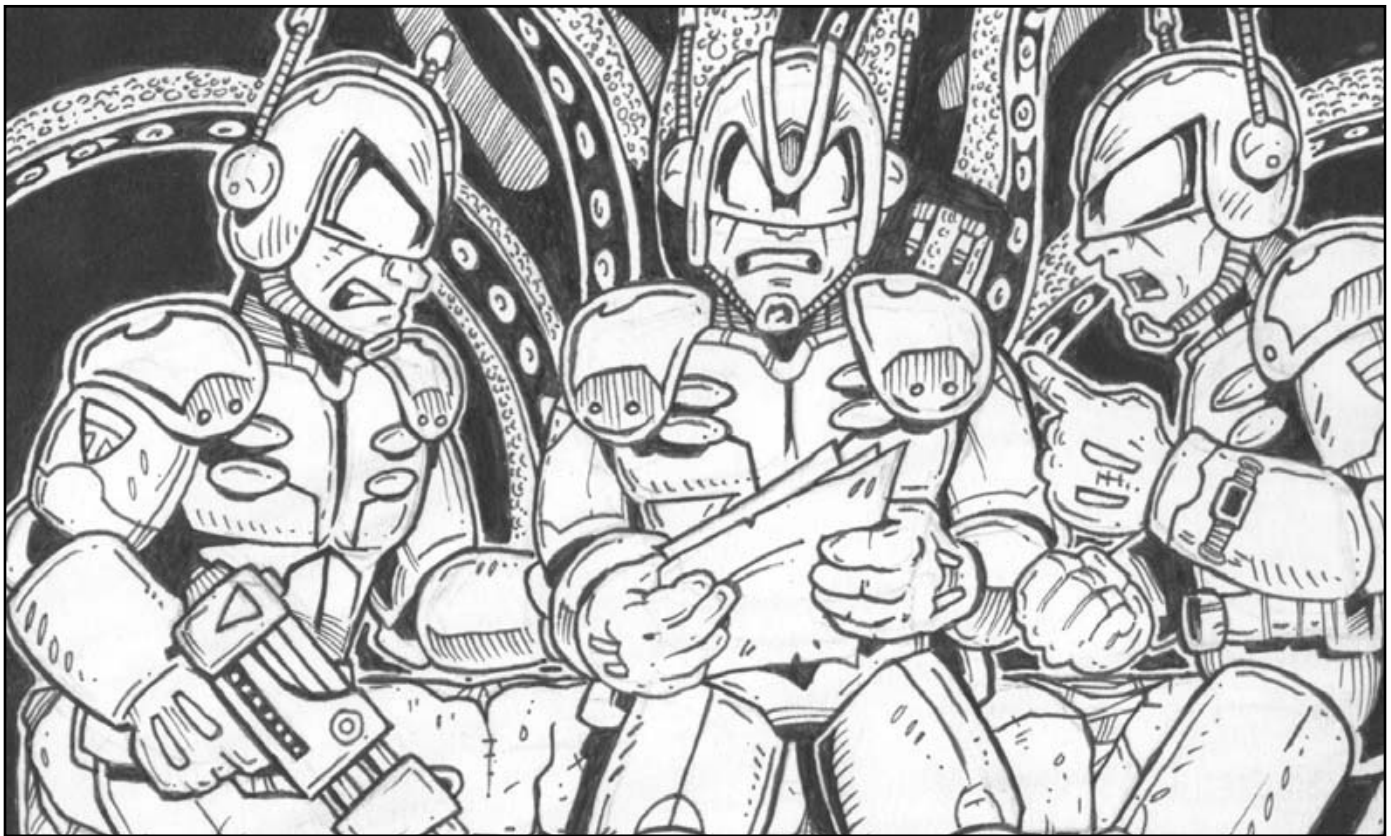
**Dilettante (to the GM):** I'm summoning a tentacled horror to kill the antiquarian and get that document!

**Librarian (to the GM):** I'm going to put a slow-burning fuse in the middle of the dynamite, set to go off a few minutes after we arrive at the cult meeting. Is there enough dynamite to blow up both the cultists and the other characters?

...And so on. To repeat, none of the traditional horror elements in this example resemble anything in Alpha Complex, the underground city of *PARANOIA*. At this point you know nothing much about Alpha Complex or your place in it.

Keep it that way. You may live longer.

**"Ia! Ia! Computer ftagn!"**



\*: Unless you are a Precognitive mutant, in which case you already know to report for termination.

## 2. WELCOME TROOPER

## 2. Welcome Trooper

You were once a lowly **Troubleshooter**, confused, clueless and treacherous. Against all the odds, you **survived** to be promoted again and again. Now, you have reached the exalted heights of **BLUE** Clearance, and joined the **elite** of Alpha Complex.

Now, you have been assigned to **Internal Security**. You are a **field trooper**; The Computer's trusted investigators and inquisitors. Your **mission** – to ensure that badthought and dissent are kept under **control**, to **preserve** The Computer's regime, and to **uncover** and **eliminate** treasonous conspiracies.

You are part of a **Sector Security Team**, a group of field trooper with different skills and Specialties. To ensure co-operation within your team, a number of **Teamwork Upgrades** will be issued to you. These include but are not limited to **Firepower Control**, **Surveillance Chips** and **Cortex Bombs**.

### Your Service Group

Everyone in Alpha Complex is assigned to one of the eight Service Groups.

- ☞ **Central Processing (CPU):** Responsible for co-ordination and bureaucracy.
- ☞ **Housing Preservation Development & Mind Control (HPD&MC):** Responsible for the health and well-being of all citizens.
- ☞ **Production, Logistics & Commissary (PLC):** Production of all goods and commercial services.
- ☞ **Armed Forces (AF):** Defence of Alpha Complex against external threats.
- ☞ **Tech Services (TS):** Maintenance of all Alpha Complex equipment and infrastructure (except those related to power generation and distribution).
- ☞ **Power Services (PS):** Maintenance of all Alpha Complex equipment

and infrastructure (except those unrelated to power generation and distribution).

- ☞ **Research & Development (R&D):** Pushing back the limits of the possible and the sane in the name of Science!
- ☞ **Internal Security (IntSec):** Defence of Alpha Complex against internal threats; surveillance and monitoring of the citizens.

Most but not all Sector Security Team members are IntSec employees. Citizens from other Service Groups are occasionally seconded to IntSec when their specialised skills are required. Armed Forces officers are regularly reassigned to the SSTs to add extra firepower, but CPU, HPD&MC and R&D specialists are also often called upon to serve.

## Orientation

Read this section if:

- ☞ You are a new **PARANOIA** player!
- ☞ You have recently sustained a serious concussion!
- ☞ You took more than 25 mg of Rolactin in a 24-hour cycle!

You are a citizen of a vast underground city called Alpha Complex. Everyone in Alpha Complex is happy. Happiness is mandatory, because The Computer says so. The Computer runs Alpha Complex under the direction of the High Programmers.

Everyone and everything in Alpha Complex has a Security Clearance. Security Clearances run as follows:

**INFRARED RED ORANGE YELLOW GREEN BLUE INDIGO VIOLET ULTRAVIOLET**

You are Security Clearance **BLUE**. You wear a **BLUE** jumpsuit and are cleared to enter areas, use items and know facts that are Clearance **BLUE** or less.

Alpha Complex is at war with nefarious Commie Mutant Traitors. These traitors have infiltrated Alpha Complex. Terminating traitors is a vital part of your duty. Stay alert! Trust no-one! Keep your laser handy!

In the extremely unlikely event that you are terminated in the line of duty, a replacement clone will be decanted and a copy of your final brain-state will be downloaded into it. Every citizen has **six** clone replacements; however, due to the hazardous nature of IntSec work, you have access to extra clones.

If you are experiencing nausea, seeing brightly coloured patterns in your peripheral vision, or hearing voices urging you to kill, please stay calm. These are perfectly normal events in Alpha Complex.

If you have further questions, please consult The Computer.



## Sector Security Teams

Under the Sector Security Team Initiative (SSTIV, Reference CPU/211/54423-a, page 1129, paragraph 4, Clearance INDIGO), each sector in Alpha Complex must maintain a Sector Security Team at constant readiness to respond to critical threats. SSTs are a combination of intrepid detectives and heavily armed SWAT units, not to mention bomb disposal experts, interrogators, hostage negotiators and psychological engineers.

Most of the time, the duties of Sector Security Teams are indistinguishable from those of standard BLUE IntSec troopers – spying on citizens, interrogating traitors, keeping the peace through superior firepower, giving ‘say yes to drugs’ lectures to Junior Citizens. However, SSTs have a special extra mandate – they are the team that is assigned to investigate allegations of treason among high Clearance citizens. SSTs may be ordered to investigate another BLUE manager, an INDIGO senior researcher or even a VIOLET administrator... maybe even an ULTRAVIOLET High Programmer. SSTs are The Computer’s last line of defence against betrayal from *within*. (Of course, this means that influential traitors stuff

the SSTs full of other traitors and/or blitheringly incompetent morons, as insurance against the daycycle when an SST is ordered to investigate them.)

## The Uniform

Each BLUE Trooper is issued special **X-317B full combat armour** when he receives his first field assignment. The armour itself is a mixture of Kevlar, reflex, shock-absorbent padding and Gamemaster fiat. The nylon armour sheathing is smartly tailored in midnight blue (hence the name), with handsome trim colours indicating higher Security Clearances. The helmet has a reflective, laminated-flexiglass faceplate. Between the bulky armour, the ponderous and deliberate pace it demands and the mirrored surface of the faceplate, an IntSec BLUE Trooper may easily be mistaken for some sinister anthropomorphic robot. The helmet has a wide range of built-in sensors and communications system, as well as a big flashing light on top.

The **jackboots** of a BLUE trooper are form-fitting and comfortable for those long foot patrols through the corridors. They are steel-tipped (to aid

in interrogations) and include short-range jet booster rockets for high-speed pursuits. They also make a very satisfying noise when marching.

Each BLUE trooper is armed with a **Cone Rifle**, which can deploy a variety of lethal or non-lethal projectiles. Unlike the laser pistols issued to Troubleshooters, IntSec troopers have no need to conserve ammo and may use whatever degree of overkill they wish. However, to minimise collateral damage, all Trooper weapons are slaved to a **Firepower Control Switch** worn by the Lead Trooper. This handy belt buckle-mounted gadget allows the Lead Trooper to manually activate or deactivate any weapons carried by the team.

## Big Blue Base

Most citizens go back to their assigned quarters at the end of the working cycle. For INFRARED or RED peons, those quarters are a smelly, grimy communal barracks; for mid Clearance citizens, it’s a cramped apartment; for high Clearance managers and officials, it’s a palatial mansion with bot servants and every luxury imaginable.

**“IntSec Central. Clones go in and they don’t come out.”**





## 2. WELCOME TROOPER

For IntSec Troopers, 'home' is the local IntSecServe Central. Every sector has one or more\* of these titanic\*\* fortresses. Centrals are bastions of order and justice. It is here that traitors are brought to be tried and executed, here that suspects are interrogated, and from here the forces of truth, justice and mandatory happiness march forth upon the jackboots of joy! Somewhere in there, sandwiched between the nuclear reactors and the storage levels, are the Trooper barracks and ready rooms where you spend your off-duty hours. Give thanks to The Computer for wisely ensuring that you are never more than 30 seconds away from your duty station!

(However, you may be rewarded for good performance by being assigned your own personal living quarters outside Central, in which case you should give

thanks to The Computer for wisely ensuring that you have ample time to relax before returning to duty).

In addition to the barracks, Central offers a wide range of facilities for the discerning IntSec Trooper, such as the armoury, motor pool, medical facility, archives, confession booths, surveillance panopticon and cafeteria. Successful missions may result in troopers being called into the commissioner's office for a personal commendation. Unsuccessful missions may result in a visit to Room 102\*\*\*.

### Big Brother's Bestest Buds

Be thankful, Trooper, for the trust that Friend Computer has placed in you! As a BLUE Clearance Trooper, you have access to authority and weaponry far beyond that of a lowly Troubleshooter! You will

be entrusted with the most dangerous and vital of missions and with secrets of critical importance to all Alpha Complex. You must also remember that you are The Computer's representatives, the public face – well, ok, the public reflective-helmet – of orthodoxy and good thought. Happiness alone is not enough. You must be courteous, heroic, marketable\*\*\*\*, unflappable and ever-vigilant!

To ensure group cohesion and loyalty, every IntSec trooper has his or her head shaved and a **Cortex Upgrade Slot** installed in his skull. This 'skull slot' can be fitted with any one of several devices, but the most common is the cortex bomb – a small explosive charge that neatly vaporises the head of the disloyal Trooper.

\*: They are all called Central, even if there is more than one. This very rarely causes confusion.

\*\*: The use of the adjective 'titanic' does not necessarily imply that the building may hit an iceberg and sink, but it might.

\*\*\*: 101's closed for cleaning.

\*\*\*\*: IntSec Troopers are portrayed as heroes by Alpha Complex's media, and especially successful or popular troopers are turned into action figures. Failure to merchandise the brand is treason, citizen.

## 3. Internal Security

Citizens! Internal Security is your friend!

Internal Security is a combination of Homeland Security, riot police and narc squad. Not only does The Computer keep tabs on everything with omnipresent cameras and recording devices, it also maintains Internal Security spies as another check on the loyalty of its citizens. Many IntSec agents are planted in the other Service Groups. They have informants everywhere.

In addition to ratting on traitors, IntSec agents run 'sting' operations designed to tempt citizens into treason. Because promotion within IntSec is based on the number and prestige of traitors unmasked, IntSec agents are notorious for rooting out treason that isn't even there to begin with. Of course, false accusations of treason are themselves treason. However, if an IntSec agent and a regular citizen mutually accuse each other of treason, all else being equal, The Computer is more likely to believe the agent.

In addition to plainclothes agents (spies), IntSec maintains uniformed police. At the bottom of the scale are the omnipresent Clearance GREEN goons. They wear distinctive tight leather-like pants and jackets, and silver reflective riot helmets. They routinely carry truncheons, neuro whips, stun guns, tanglers, and laser pistols or rifles. Their main task is to break up brawls, riots, and food fights that occur frequently among the INFRAREDs. The Computer selects GREEN goons from the INFRARED ranks for size and coarseness of intellect, then promotes them rapidly to high authority, the better to intimidate offenders. For their too-rapid advancement and for their general pushiness and corruption, citizens hold GREEN goons in contempt – but silently.

More widely feared among higher Clearance characters are the BLUE Clearance Troopers, commonly called 'Blues.' These are the police of each sector, called in to deal with serious crimes or unrest. They are well disciplined,

highly trained, totally merciless and possess truly awesome firepower. Their armour is the pinnacle of Alpha Complex technology, and totally impervious to most weapons.

That's you. You're a Blue.

### IntSec Assignments

Before your promotion to the Sector Security Team, you worked in another department in Internal Security. Technically, you are still part of your original department and may be given additional missions by your old superiors.

### Internal Affairs

Even IntSec doesn't trust IntSec. Internal Affairs is the most feared subsection within the Service Group, dedicated to locating and erasing IntSec troopers who have proved unreliable or untrustworthy. No-one likes Internal Affairs when they're doing their duty.



Admittedly, no-one likes Internal Affairs when they're *not* doing their duty, either. The subsection is notoriously corrupt and open to bribery. After all, if you accuse an Internal Affairs investigator of taking bribes, your accusation will be investigated by... an Internal Affairs investigator. Conflicts of interest are best resolved with cone rifles.

**If you're assigned to Internal Affairs...** your duty is to make sure your fellow Troopers don't break the rules. If they do, then either report them to your superiors or extract a bribe. Note that you get to define what the rules are.

## Thought Survey

The role of Thought Survey is to gather information about the state of mind of Alpha Complex citizenry. They do this through surveillance, through interrogations and through sinister surveys. Thought Surveyors are shadowy figures with equally shadowy clip-boards, lurking in the corridors for their prey. Some unsuspecting citizen strolls down the corridor to the vending machine, and then the Thought Surveyor springs! 'WOULD YOU SAY YOU ARE 1 MORE HAPPY 2L ESSHAPPY 3 SOMEWHAT HAPPY THIS REPORTING CYCLE IN COMPARISON TO LAST REPORTING CYCLE?'

Failure to answer promptly is treason. Stammering is treason. Confusion is treason. Giving answers that do not match with the Thought Surveyor's expectations is treason.

Information garnered by Thought Survey and HPD&MC is used by the Glee Quota Adjutants to determine local Happiness Indices.

**If you are assigned to Thought Survey...** Your duty is to conduct surveys as often as possible. When interrogating a suspect about a murder, why not slip in a few questions about how often he drinks Bouncy Bubble Beverage?

## Re-Education

The education of citizens is the responsibility of HPD&MC. *Re-education* is IntSec's province.

Through a combination of drugs and psychological engineering (and, if necessary, lobotomy), Internal Security can adjust a dissident citizen's personality into something more suitable. Citizens who are insufficiently loyal or happy are whisked away to the nearest convenient re-education camp for adjustment.

Re-education broadens the mind. Sometimes, they broaden it with a crowbar.

Re-education makes for happier citizens, even if they do tend to drool more afterwards.

Re-education changes people; living people to dead people is a common change.

The main problem with re-education these days is class sizes. It's not like the early years, when a re-educator could spend weeks breaking a single subject. Now, they cram them into the camps, and you've got to shatter the wills of forty citizens in an afternoon.

**If you are assigned to Re-Education...** your duty is to correct badthought in citizens.

## Glee Quota Adjutants

Happy citizens don't commit acts of treason. Happy citizens are loyal citizens. Glee Quota Adjutants ensure that everyone meets their minimum Glee Quota by any means necessary. Happiness is mandatory, after all.

Every sector is rated according to four Sector Indices – Happiness, Compliance, Loyalty and Security. The Glee Quota Adjutants are responsible for keeping the Happiness Index as high as possible.

**If you are assigned to Glee Quota Adjutants...** your duty is to enforce happiness.

## Forensics Analysis

IntSec pulls in far more treasonous Commies, mutants and traitors than they can find proof to convict. Forensic Analysis is there to help. They provide laboratories and expert witnesses to speed justice along. Be it arson, chemistry, mutation or forgery investigations, Troopers will help convict the most obviously perfidious citizens wandering the complex by uncovering the evidence that makes sentencing possible. Other specialties are hair fibre analysis, audio/video analysis, MemoMax review, product tracing, fingerprinting, toxicology, analysis of toolmarks and shoeprints, locksmithing, bot accident reconstruction, metallurgical analysis, forensic medicine (odontology, entomology and so on) and forensic psychology (behaviour profiling, EKG fingerprinting, Depravity Scale measurements, and so on).

## Internal Affairs: A Typical Conversation

**Internal Affairs Agent:** Let's go over this again.

**IntSec Trooper:** I already told you, my gun went off by accident.

**Internal Affairs Agent:** While pointing at your commanding officer.

**IntSec Trooper:** Maybe it ricocheted.

**Internal Affairs Agent:** Uh-huh. Not according to our ballistics analysis. You're in a lot of trouble, bub.

**IntSec Trooper:** How much trouble?

**Internal Affairs Agent:** At least 200,000 credits worth. Sign here, here and here, and we'll make the trouble go away.

**IntSec Trooper:** Don't forget to credit my Frequent Investigation points total. I'm due a free toaster if I bribe you guys again.

### 3. INTERNAL SECURITY

**If you are assigned to Forensics Analysis...** Help prove treason by finding otherwise imperceptible physical evidence

#### Surveillance Operatives

The most important talent for a surveillance operative is attention to detail. Watching security camera feeds for high-imperceptible signs of treason or listening to hidden microphones for secret messages encoded in INFRARED snoring patterns demands astonishing mental acuity.

Actually, the most important talent for a surveillance attitude is suspicion. *Why* are those citizens walking together? Are they sending Morse code messages to one another by varying the rhythm of their strides? Can we get bugs into their shoes?

Although, thinking about it, the most important talent for a surveillance attitude is bladder capacity. The job involves a lot of sitting at your desk and peering into a monitor, watching other citizens sitting at their desks peering into monitors.

**If assigned to Surveillance Operatives...** your duty is to give thanks to The Computer that you're not stuck in that boring job forever, and to spy on everyone you can.

#### Traffic Patrol

Traffic Patrol is a prestigious assignment in IntSec. The vast majority of citizens either don't travel at all or go by TransBot. You have to be ORANGE Clearance to even hire an autocar taxi and few citizens own a private vehicle until GREEN. The transport tubes, therefore, are the

domain of the wealthy and powerful. Traffic Patrol, then, means safeguarding the lives of wealthy, powerful citizens who will no doubt be very grateful when you protect their shiny new autocar from Death Leopard joyriders.

**If assigned to Traffic Patrol...** your duty is to police the TransTube network and ensure that high-clearance citizens have the right of way.

#### Complaints

As per Citizen Satisfaction Directive CPU/334/A/3, all Service Groups must accept and duly process citizen complaints and queries. IntSec Complaints offices are usually located in convenient dungeons in the depths of the Underplex. Any citizen who wishes to register a complaint need only get past the laser grid, the pit trap, the incinerators and the minotaur... oh, and he must also fill out the requisite forms...

There are legends, told in whispered tones in certain IntSec cafeterias, of a citizen – nay, a hero! – a man of such unyielding courage, such desperate resourcefulness, and of such inhuman skill that he managed to register a complaint. (It was rejected as he got the lifeblood of his last clone all over Form 28/b).

Unfortunately, Complaints Officers may be assigned to SST duty, which means leaving the security of the dungeon and actually going on patrol. This means that they may be stalked by citizens with long-standing complaints, deranged by the endless bureaucracy.

**If you are assigned to Complaints...** your duty is to listen to any complaints

about IntSec practises, and promise to improve the quality of beatings in future.

#### Goon Squad

Ah, the Goon Squad. These hefty thugs – er, stalwart citizens – are drawn from the ranks of the low Clearance and promoted to GREEN. Their duty is to keep the proles in line through fear and bullying. Gangs of Goons roam the corridors, viciously punishing the slightest mistake with brutal beatings.

The few BLUE goons are deployed near high Clearance locations where the presence of a mere GREEN would be inappropriate (VIOLETS can be picky about who guards their banquets and ultra-golf courses). Their role is the same – oppressing and terrorising the common citizens of Alpha Complex.

**If you are assigned to the Goon Squad...** your duty is to make the proles fear IntSec.

#### Association Determination

It is an article of faith within Internal Security that no traitor acts alone. There is always a conspiracy. When a traitor is discovered, then Association Determination teams are called in. They review all the files on the traitor, all the surveillance data and informants' reports. Their role is to identify the citizens who the traitor might have corrupted, or who might be his co-conspirators. These citizens are then interrogated or vaporised, and *their* associates are investigated.





**If you are assigned to Association Determination...** your duty is to learn who knows who. Note that if one of the other Troopers is found guilty of treason, your colleagues at Association Determination will investigate you.

## Threat Assessors

Threat Assessors identify those who seek to disrupt the harmony and profitability The Computer has secured for all citizens, and they defend the complex against those threats as necessary.

No threat is too small for investigation. Indeed, some of the biggest crackdowns on Commie rings and other security threats began with an alert Threat Assessor and a gut feeling: suspicious persons whispering in the hallway could be passing secret codes, an inbox facing the wrong way could be the all-clear signal for a Red operative, or a dirty left sleeve could be the clandestine sign of Secret Society membership – institutionalised, professionally organised paranoia.

**If assigned to Threat Assessors...** your duty is to find potential treason wherever you look.

## Enhanced Interrogation & Rendition

Enhanced Interrogators help confused citizens to clarify their thoughts. With the

aid of enhanced interrogation techniques – drug therapy, brain imaging, temporal manipulation – citizens can remember all sorts of useful information they didn't even know they knew!

As for Rendition – why, you ask, would this be necessary in Alpha Complex, where IntSec enjoys almost unlimited power? Well, there are some citizens in positions of influence who may abuse their power to avoid interrogation. For example, a VIOLET citizen might have a BLUE majordomo; IntSec suspects the majordomo of being a Commie, but the VIOLET blocks any attempts to authorise interrogation of the suspect. Therefore, IntSec render the BLUE to another sector, outside the VIOLET's influence. Then, shockingly, the BLUE is discovered to be a traitor, throwing suspicion on that troublesome VIOLET...

**If you're assigned to Enhanced Interrogation & Rendition...** then your duty is to extract confessions. Often, from your fellow Troopers.

## Confession Booth Operations

Confession booths are conveniently available throughout Alpha Complex. Citizens who commit some minor breach of regulations, or who are experiencing feelings of disloyalty or uncertainty may visit a booth for some one-on-one time

with Friend Computer – or, more accurately, one-on-one-with-quite-a-lot-of-IntSec-agents-listening-in. Every confession booth is wired with hidden microphones, sweat-gland sensors, polygraphs and other surveillance equipment. Some booths even have hidden trapdoors, delivering confesseees directly to IntSec interrogation stations for further frank discussion of their confessions.

Confession booth operations is responsible for monitoring confessions, and for oiling the trapdoors.

**If you're assigned to Confession Booth Operations...** your duty is to eavesdrop on moments of weakness or doubt, and use them remorselessly.

## Counter-Dissension

Counter-Dissension co-ordinates all the false fronts and double agents used by Internal Security to trap dissenters. Whole Secret Societies are actually run by Counter-Dissension, and are permitted to exist solely to draw in more and more traitors, until the coming day when they will all be purged from Alpha Complex. Some counter-dissension operatives have been undercover for many years, rising to the highest ranks within Secret Societies.

In fact, some counter-dissension operatives are so deep undercover that

## Complaints: A Typical Conversation

**Citizen:** My last clone was terminated for no good reason! I want a replacement!

**Complaints Department:** You have a replacement. You're the replacement.

**Citizen:** Well, a refund then.

**Complaints Department:** No refunds. Next!

**Citizen:** Your thugs shot me! They said I was a traitor!

**Complaints Department:** Do you have the body?

**Citizen:** What?

**Complaints Department:** Do you have the body?

**Citizen:** You mean, my body?

**Complaints Department:** The body of the individual that you are alleging was incorrectly terminated?

**Citizen:** No, I didn't keep my own corpse!

**Complaints Department:** So, you have no proof that anyone terminated a previous instance of yourself?

**Citizen:** I was *there*.

**Complaints Department:** According to our records, the only person there was a traitor who we terminated.

**Citizen:** Can I see those records?

**Complaints Department:** Are you BLUE Clearance?

**Citizen:** No.

**Complaints Department:** I'm sorry, that information is not available at your Security Clearance.

**Citizen:** Is there nothing I can do?

**Complaints Department:** You can pay the cost of this information retrieval request. 250 credits, please.

### 3. INTERNAL SECURITY

they are entirely out of contact with their IntSec handlers. Why, take the example of agent Tim-B-ROK-4, who infiltrated the Communists some 16 yearcycles ago! Just last month, to maintain his cover and his credibility in the eyes of the Commies, Tim-B bombed ROK sector Central! The astonishing devotion to duty of this double agent is demonstrated in the hundreds of fellow IntSec officers he wiped out! Only the most loyal agent would be able to maintain his cover as a despicable traitor so completely. Truly, Tim-B will be acknowledged as a Hero of Our Complex just as soon as his mission is complete.

**If you're assigned to Counter-Dissension...** your duty is to protect undercover IntSec agents from your fellow Troopers, without revealing the identity of the undercover agents to the Secret Societies they're infiltrating.

#### Informants Hotline

The number one way to get promoted in Alpha Complex is to turn in your friends and co-workers. The IntSec informants hotline is available 24/7, and can be contacted from your PDC, from any computer terminal, or via the courtesy snitchphones in every corridor. Win big prizes by reporting signs of disloyalty and treason!

Informants Hotline operators know every rumour and paranoid delusion in Alpha Complex. Many of the callers to the hotline are... how shall we put this delicately... barking lunatics, desperate to warn of the threat posed by Communist gases in the washroom.

**If you're assigned to Informants Hotline...** your duty is to filter the crazy out from the merely paranoid.

#### Reality Control

Reality Control is one of the most important roles played by Internal Security. When a citizen is disappeared, Reality Control steps in to fill the gap, making every aspect of the citizen into unhistory. Overnight, the citizen is replaced in his work assignment by a Reality Control agent, the door to his quarters is replaced by a blank wall, and no-one admits to knowing him at all.

Reality Control also works with the Counter-Dissension department to conjure fictional individuals out of thin air, complete with a full history, friends, co-workers and odious personal habits. Anything and everything in Alpha Complex could be a Reality Control deception – including your employment by Reality Control.

**If assigned to Reality Control...** your duty is to participate in these deceptions and ensure they are not disrupted by Trooper operations.

#### Computer Security

The most important guard duty in Alpha Complex, IntSec Computer Security troopers are the bodyguards of The Computer itself. In addition to protecting the heavily shielded and highly secret CompNodes in every sector, Computer Security staff hunt down hackers, Computer Phreaks and filesnarers. They also attempt to control the growth of the infamous Grey Subnets, the underground and unsupervised shadow computer network. Of course, many Computer Security agents are recruited from the ranks of the hackers and the Grey Subnet denizens, so it's very much a case of the poacher turned gamekeeper.

Theoretically, they also ensure that no High Programmers abuse their coding privileges, but attempting to enforce this directive is rather like the Japanese army ensuring Godzilla doesn't eat Tokyo.

**If you're assigned to Computer Security...** your duty is to investigate possible threats to The Computer's code.

#### Compliance Directorate

The Compliance Directorate's role is to smooth relations with other Service Groups. Say, for example, that IntSec needs to interrogate every single ORANGE Clearance CPU operative in EGG Sector. The CPU supervisor in EGG objects on the grounds that it will completely shut down CPU operations for weeks. IntSec calls in the Compliance Directorate, who persuade the supervisor to withdraw his objection.

How does the Compliance Directorate achieve such results? Through diplomacy and mediation, of course, coupled with a measured amount of intimidation, blackmail and coercion. Compliance Directorate troopers spend most of their time spying on senior members of other Service Groups (and other IntSec departments), gathering information for blackmail. Compliance Directorate greases the cogs of Alpha Complex with the blood of traitors.

**If you're assigned to Compliance Directorate...** observe your fellow citizens and gather ammunition for blackmail.

### Informants Hotline: A Typical Conversation

**Informants Hotline:** Welcome to the Informants Hotline, citizen. All calls are recorded and may be used in evidence. By calling this number, you are automatically entered into a database for prizes and/or later interrogation. What information do you wish to confidentially report?

**Citizen:** It's about my roommate. He's a Communist.

**Informants Hotline:** Name?

**Citizen:** Phil-R-UTC-1.

**Informants Hotline:** Thank you. *Taptaptap*. Rest assured, citizen, that that despicable traitor Phil-R-UTC-1 will be questioned by Internal Security immediately. Thank you. Have a nice daycycle. *Click*.

**Citizen:** But I'm Phil-R! I thought you were asking for my name, not his name! Hello? Hello?



## 4. Everygroup Else

The other Service Groups are united by their fear and hatred of Internal Security, the most secretive, powerful and dangerous of the eight groups. All of the seven other groups try to shield their internal affairs and high-level power struggles from IntSec's prying eyes, but to no avail. IntSec is everywhere.

However, and it is loathe to admit this, IntSec needs the services of the other Service Groups. Therefore, some IntSec troopers are actually members of other Service Groups, temporarily transferred to Internal Security. These 'temps' are disliked and marginalised by their IntSec co-workers, with few temps surviving the full term of their transfer. Admittedly, this is often because the temp is caught spying on IntSec internal affairs for their old Service Group – temps are one of the few avenues for the other groups to keep tabs on what IntSec's up to.

### Armed Forces

HPD&MC vidshows depict the Armed Forces, the glamorous military arm of Alpha Complex, in constant war with the Commies. In fact, though, The Computer lacks resources to sustain protracted military operations. Therefore the Armed Forces spend most of their time drilling, training and guarding things, with only occasional missions against enemies.

The Computer often assigns Armed Forces personnel to other Service Groups for security duty. In emergencies Internal Security, though locked in eternal, bitter, lowdown, backbiting competition with its better-armed rival, may grudgingly supplement its troop strength with Armed Forces personnel.

Armed Forces units have generally high morale. Army personnel fear nothing from Internal Security, for the Armed Forces deals with its own problems. Officers have no patience for Internal Security's aggressive monitoring of political orthodoxy. Soldiers consider themselves better trained and skilled in police functions than mere IntSec goons. Armed Forces personnel hold other Service Groups in contempt – save for Research & Design, which provides their fancy technology. In inter-service conflicts, Armed Forces and R&D usually end up on the same side.

Troopers from elite units like the Vulture Squadrons are culture heroes of Alpha Complex. The Computer bestows on them the finest and most distinctive uniforms and equipment. Citizens always treat them with respect and deference.

### Crowd Control

In a complex filled with millions of citizens, sometimes they all seem to be in one place. When that happens, things can get rowdy. Crowd Control officers specialise in pouring oil on troubled waters, then setting fire to it, so to speak. These goons employ a variety of non-lethal (neurowhips, stunners, goo guns), lethal (lasers, cone rifles) and absurdly lethal (tacnukes) means to break up non-scheduled spontaneous assemblies (riots).

Crowd Control Goons differ from regular Goons mainly in the field of firepower. Crowd control is all about the area effect weapons and the mass pacification, whereas Goon Squad Goons prefer traditional skull-cracking with fists and truncheons for that lovely old-fashion hand-crafted beating.

**If you're assigned to Crowd Control...**  
your duty is to control them crowds.

### Special Weapons Division

The Armed Forces jealously guards its bigger weapons from the other Service Groups. Only they get to play with the biggest, shiniest toys like Mark IV Warbots or orbital lasers. Sometimes, like selfish children, they get ordered to share the toys with the other groups. The Special Weapons Division is the equivalent of IntSec licking its toys before handing them over.

SWD troopers claim to be the only ones properly trained in the use of cone rifles and other heavy weapons. They muscle their way onto teams as snipers, support weapon specialists and general know-it-alls. If IntSec is assigned any significant weapons of mass destruction, then the SWD can be expected to demand control of them.

The truth is, IntSec has just as many kill-crazy gun nuts as the Armed Forces, and most IntSec troopers are perfectly capable of handling heavy weapons. There's absolutely no need for SWD to exist. Unfortunately, SWD has the aforementioned heavy weapons, and their unofficial motto is 'you fire us, we'll fire at you.'

**"The new parking inspection bot arrives"**





## 4. EVERYGROUP ELSE

**If you're assigned to Special Weapons Division...** your duty is to denigrate IntSec's handling of heavy weapons at all times.

### Power Armour Corps

Unlike the wholly redundant Special Weapons Division, the Power Armour Corps does actually bring useful knowledge to IntSec. As Sector Security Teams are in greater danger than most trooper squads, they need added protection in the form of powered armour. This tactical armour is notoriously finicky and hard to use effectively, so IntSec has had to cross-train with members of the Armed Forces TINCAN squads (Tactical Infantry Nuclear Combat Armour Network).

**If you're assigned to the Power Armour Corps...** your duty is to advise on the proper use of Power Armour.

### Civilian Recruitment & Rendition

Working with IntSec is a great opportunity for the Armed Forces to get some extra recruits. It's astonishing how many people suddenly discover a burning desire to sign up when it's the only alternative to being terminated for treason. As an added bonus, every extra recruit is also a reduction in IntSec's arrest numbers.

The Rendition bit comes when you've got to smuggle the new recruits out of IntSec's clutches. Stuffing them into the back of an Armed Forces supply vehicle usually works.

**If you're assigned to Civilian Recruitment & Rendition...** your duty is to find new recruits for the Armed Forces.

### Explosives & Demolitions

Things go boom a lot in Alpha Complex. Terrorist bombs, for example. Or overloading reactors. Or cans of B3 that got shaken too vigorously. Or, sometimes, citizens. Explosives & Demolitions teams deal with all manner of suspect devices and/or citizens. These are exploded in a safe and controlled manner where possible\*, or else manually disarmed\*\*.

**If you're assigned to Explosives & Demolitions...** your duty is to deal with anything that might blow up.

### Central Processing Unit

CPU trains its personnel in the latest managerial techniques. At The Computer's order, CPU staffers consult with other Service Groups and teams as advisers and consultants. They spend their time inventing new procedures and forms, tracking paperwork, lecturing managers and, in general, making inefficient bureaucracies operate even less efficiently by imposing impractical and ill-conceived procedures in accordance with abstruse theories of management. Whenever something goes wrong in a Service Group, The Computer's response is to call in a hotshot consultant from CPU.

CPU's principal duty is to maintain all data systems in Alpha Complex, including the hardware that runs The Computer itself.

CPU's important secondary function (it says here) is to increase efficiency by improving management in every Service Group. Unfortunately, CPU personnel are hard-core techies and rarely have any managerial experience. They base their advice on theories developed by CPU lecturers. The other Service Groups think of CPU personnel as feckless hackers at best, incompetent meddlers at worst. The Computer has great enthusiasm for the advanced managerial theories CPU espouses – possibly because CPU helps revise The Computer's own software – and it makes sure the other service groups comply with CPU's advice.

Needless to say, other groups distrust and dislike CPU personnel for the special favour they enjoy with The Computer. As a group, they tend to abuse this privilege. They constantly hint about how unhappy everyone would be if things aren't done as they request, with the implied threat of a bad report to The Computer. CPU personnel get the best equipment and gear, and they always look prosperous. They are not glamorous like the Armed Forces, but a shrewd citizen knows it pays to make friends in the CPU Service Group.

### Archival Data Retrieval

Central Processing maintains a lot of information about every citizen. *Everything* goes into the archives. For instance, citizen, our records show that you ate CruncheeTym algae chips for breakfast cycle two years four months six days ago. Do you know who *also* ate CruncheeTyme algae chips for

## Civilian Rendition & Recruitment: A Typical Conversation

**Suspect:** You'll never take me alive! zapzapzap

**Trooper 1:** That's ok. zapzapzap

**Trooper 2:** We're fine with that! We'll just interrogate your clone! zapzapzap

**Suspect:** Curses! zapzapzap

**CR&R Trooper:** I've got another offer for you! You're pretty good with that laser. Would you like to join the Armed Forces?

**Trooper 1:** You can't recruit him, he's a Commie Mutant Traitor! He blew up a cafeteria!

**CR&R:** Ah, but if he signs up, then I can retroactively say that it was designated a firing range.

**Trooper 2:** He killed fifteen people.

**CR&R:** Fifteen foolish people who ignored the clearly placed warning signs and were eating in a zone designated as a firing range.

\*: Explosives & Demolitions troopers prefer this option. Typically, their definition of what's safe and controlled is surprisingly generous.

\*\*: Oddly, the option favoured by the rest of the squad.



**"Information Retrieval Troopers are literally buried in paperwork"**



breakfast cycle two years four months six days ago? 4,053 Commie Mutant Traitors, that's who. We cross-referenced your breakfast habits with those of known traitors. Would you like to explain this suspicious statistically significant correlation, citizen?

Archival Data Retrieval troopers are assigned to IntSec to help them navigate the occult labyrinth that is CPU's filing system. Whole expeditions have died in those endless corridors of filing cabinets and microfiche. There are *things* down there, creatures that have evolved to survive on skin flake samples and paper scraps and the occasional unwary curator. In fact, it's so difficult to get anything out of the files that the main duty of Archival Data Retrieval is to block any attempts to retrieve data from the archives.

**If you're assigned to Archival Data Retrieval...** your duty is to come up with new variations on 'I'm sorry, that information is not available at your Security Clearance.'

### **Correctness Assessment & Enforcement**

IntSec and CPU are locked in an ongoing power struggle. CPU issues a new directive; IntSec refuses to implement it because the CPU executives who came up with it cannot be trusted; CPU issues

yet more directives to force IntSec to comply; IntSec drags some executives off to the interrogation booths, and CPU retaliates with budget cuts, or with Correctness Assessment & Enforcement agents.

These CPU agents review IntSec's internal operations and offer advice on how to streamline and improve these procedures. These 'suggestions' are never, ever meant as punishment for ignoring CPU's earlier directives.

**If you're assigned to Correctness Assessment & Enforcement...** your duty is to improve procedures wherever possible.

### **Credit License Checkers**

In Alpha Complex citizens may pay with credits that have legal licenses attached to them. These credit licenses restrict how the creds may be used – for example, certain Armed Forces creds have licenses limiting use only to Armed Forces giftware shopfronts. Typically, by accepting a cred, a citizen automatically accepts the cred's licensing terms, if any.

Unfortunately, certain disloyal citizens, often backed by Secret Societies, abuse the original intent of cred licenses. Often,

these citizens make their cred licenses so restrictive as to be almost useless. Sometimes they place treasonous or potentially fine-inducing limitations on creds – for example, restricting use to buying Communist propaganda pamphlets in SAP Sector. On occasion, licenses are excessively restrictive, fine-inducing, and treasonous all at once.

The unlucky citizen who accepts creds with such restrictions finds himself in a world of legal hurt. His first and best option always should be to turn to the Credit License Checkers of Alpha Complex. This 'Vulture Squadron of the legal world', as they like to call themselves, assists the hapless citizen by identifying, investigating and resolving borderline and treasonous cases. For a fee, Checkers 'unpack' licenses, enabling citizens to use formerly licensed creds without restrictions. In cases where the credit license was borderline or treasonous, the citizen pays a strict but fair fee to wipe the illegal license acceptance from his record.

**If you're assigned to Credit License Checkers...** your duty is to investigate fraud and illegal credit restriction.

### **HPD&MC**

Housing Preservation and Development & Mind Control provides for the housing, entertainment and political education of the INFRAREDS. They also provide most of the clerical services and low-level administration in Alpha Complex. Of all the Service Groups, HPD has the least status, because it has the most direct contact with the INFRARED masses. Internal Security looks upon their entertainment and propaganda with scorn, and the technically skilled Service Groups regard HPD&MC personnel as uneducated clerks. However, HPD&MC's propaganda sways the emotions of the people; properly coordinated propaganda is often decisive in inter-group conflicts, so other groups are careful not to antagonise HPD&MC too thoroughly.

Discipline and morale are poor. Because many HPDers are high-strung talents and basically harmless, The Computer tolerates a certain carelessness of

## 4. EVERYGROUP ELSE

political orthodoxy. Internal Security regards HPD & Mind Control as beneath contempt. The only other service where treason is less aggressively persecuted is Research & Design.

HPD & Mind Control personnel are often less than strict in their observance of The Computer's rules. Their garments are often of poor quality, poorly maintained and worn with a casual indifference to regulations. HPD & Mind Control personnel have a reputation for being 'free thinkers' in Alpha Complex, though the implication is of scorn rather than respect.

HPD&MC is a massive bureaucracy, even more procedure-bound and red-tape ridden than the others. It's not really that getting anything done with HPD&MC personnel is difficult; it's more that HPD&MC doesn't do much of anything except shuffle papers.

Citizens dread being required to obtain an authorisation form from HPD&MC, because even if it were possible, generally the clerks from whom one would need to obtain it don't want to be bothered, and will send you off on a wild bot chase through 16 offices. Even when HPD&MC personnel are cooperative (perhaps because you're threatening them with immediate and drastic personal injury), the convoluted procedures they follow ensure getting what you need requires approval from six managers and visits to 10 offices.

### Public Hating Co-ordination

When faced with such despicable foes as Commies, mutants and traitors, clearly, mere general hatred of Alpha Complex's enemies falls far short. These threats to the complex's perfect society must be despised in an organised, well-structured and highly concentrated fashion. Charged with these efforts are the Public Hating Coordinators, making Commie Hating, Mutant Loathing and Traitor Resentment more efficient and highly convenient for the common citizen.

It is these Coordinators who organise Secret Society Detestation Evenings. They write and distribute pamphlets like *100 Reasons Communism is Unhygienic*, and send all Alpha Complex citizens short messages reading 'Tomorrow at 0200 hours precisely, please be sure to hate the Commie Mutant Traitors who leaked green radioactive material into our B3 supplies. Please respond with a full description of your hatred towards these individuals; include names and clone numbers. Thank you.'

If a particular sector becomes abnormally complacent in their utter detestation towards their assigned enemies (as measured by the yearly Complacency rating), the Public Hating Coordinators go full out, covering the area with informative posters, Dislike Intensification Rallies and if necessary, actual Commie Mutant Traitors for citizens to hate directly.

Remember: If we stop hating them for even an instant, the Communists will have already won.

**If you're assigned to Public Hating Co-Ordination...** your duty is to co-ordinate public hating. Simple as that.

### Embedded Reporter

It's important that the general population perceive the IntSec Troopers as glamorous, friendly heroic defenders of Alpha Complex, and not oppressive monsters who show up in the dead of nightcycle to drag you off to the interrogation booths. Embedded reporters are a vital part of this public relations exercise. The reporter provides live reporting on IntSec missions in progress, thanks to a camera mounted in his helmet.

To ensure that no unsanctioned information is given away during a news report, the embedded reporter should use the Perception Purification option of his helmet whenever high Clearance individuals or information are in view.).

**If you're assigned as an Embedded Reporter...** your duty is to make your fellow Troopers look good and to provide exciting running commentaries on their actions.

### History Purification

All loyal citizens know to trust The Computer. The Computer always tells citizens the truth. No matter how much happier and more perfect Alpha Complex

## Embedded Reporters: A Typical Conversation

**Lead Trooper:** Ok, squad, listen up. Surveillance reports that there's a cell of PURGE terrorists hiding in that dormitory. They're heavily armed and –

**Embedded Reporter (sotto voce, to microphone):** The lead trooper heroically briefs his loyal troopers on the terrible threat of PURGE. Those despicable terrorists want to kill you and everyone you know. Only the brave Troopers stand between you and annihilation.

**Lead Trooper:** Stop interrupting my briefing.

**Embedded Reporter:** Sorry, sorry. (to microphone) Let's listen in and hear their briefing.

**Lead Trooper:** The PURGE terrorists are believed to have weapon of ma –

**Embedded Reporter:** bleeeeeeep bleeeeeep bleep

**Lead Trooper:** My ears!

**Embedded Reporter:** Sorry, the audience aren't cleared for what you just said.

**Lead Trooper:** Can't you edit it afterwards?

**Embedded Reporter:** No, it's going out live.

**Lead Trooper:** So, the cell of PURGE terrorists know we're coming?

**Embedded Reporter:** No, of course not. Unless they're watching Channel 43. Or catch the repeat on channel 19.

**Lead Trooper:** You –

**Embedded Reporter:** bleeeeeeep





could be as a result, The Computer would never consider altering historical documents to cover up embarrassing disasters (Alpha Complex has never suffered any embarrassing disasters), to make high Clearance citizens look good (high Clearance citizens always look good in their own right) or to permit High Programmers to take Twosdays off for holidays (Sector-HIL-Victory Day always falls on a Twosday). IntSec investigations would certainly never undercover evidence of these alterations, prompting The Computer to assign full-time History Purifiers to the Troopers.

Certainly these purifiers would never go around Alpha Complex, casually stealing inconvenient multicorders and painting over those scorch marks on the walls. Certainly they wouldn't locate citizens who were misinformed regarding recent events, or mix MemoWipe in with their Cold Fun. And it goes without saying that if such alterations were to be carefully planned by The Computer and a few select High Programmers, no citizen would ever think of changing the mission specifications on his own, or of keeping any treasonous evidence of the events The Computer hasn't seen fit to delete.

**If you're assigned to the History Purifiers...** your duty is to ensure that the evidence matches the current version of history.

## R&D

The personnel of R&D range from true geniuses through crackpots and mad scientists down to political appointees with no talent or skill. A Research & Design technician who can produce valuable ideas and workable designs for The Computer may enjoy great personal freedom and political license. Mad scientists and crackpots who work on The Computer's pet projects find they receive resources and support no matter how dramatically they fail. Political appointees establish themselves in the bureaucracy of the Service Group and try to look busy.

Research labs and testing areas are dangerous places to visit. An incredible

range of high tech and low comedy projects are in development at any given moment. The amount of original research that gets done is small; most projects are aimed at recapturing the arcane technologies lost centuries ago in the big Commie attack.

R&D's main objective is the discovery of weapons and techniques for fighting the Commies. Secondary priorities include the discovery of new power sources, advances in robot technology and new agricultural and industrial systems. Improvements in the conditions of life for citizens are of low priority, since Alpha Complex is already a utopia.

Internal Security despairs of maintaining political orthodoxy in Research & Design. The Computer is exasperatingly indulgent of treason in R&D. The other services (with the exception of the Armed Forces) are seldom interested in innovations; and Research & Design often produces highly ambitious technical wonders that fail dramatically in practical application.

## Happiness Enhancement & Management

Things that generally don't make people happy:

- ☹ Being tortured for information
- ☹ Being tortured for fun
- ☹ Being beaten up by jackbooted thugs
- ☹ Being shot by jackbooted thugs
- ☹ Excessive paranoia
- ☹ Fear of a police state

Isn't all this unhappiness just an engineering problem? Surely, with the right combination of drugs, electrodes, brain-altering rays and social conditioning, happiness could be maintained during all Internal Security interrogations! That's the dream of Happiness Enhancement & Management, your relationship counsellors with Big Brother.

**If you're assigned to Happiness Enhancement & Management...** your duty is to improve the happiness of all suspects.

*Tell me, Winston – and remember, no lies: you know that I am always able to detect a lie – tell me, what are your true feelings towards Big Brother?*

*I hate him.*

*You hate him. Good. Then the time has come for you to take the last step. You must love Big Brother. It is not enough to obey him: you must love him.*

*- George Orwell, 1984*

## Field Testing

Ah, the joys of field testing experimental equipment. Normally, this job is foisted off on Troubleshooters, but some new gadgets are Clearance BLUE and so can't be given to low Clearance Troubleshooters. Oddly, these gadgets are often the most destructive and unstable. R&D needs some suitably qualified field testers to test these wondrous new inventions.

**If you're assigned to Field Testing...** your duty is to not die excessively.

## PLC

PLC controls agricultural and industrial production. It also distributes these products to the citizens of Alpha Complex. PLC is held in only slightly more esteem than HPD & Mind Control. It is actually no more than a mammoth service bureaucracy – though it does regulate most of what would be called 'wealth' in Alpha Complex.

At the INFRARED end of the scale PLC's workers are cooks, clerks, farmers and factory labourers. At higher status there are more managerial and policy responsibilities. At best, it is none too glamorous. Most personnel in this group are dull and terminally bored; the exceptions are unusually greedy and corrupt (especially in food production) or fanatically loyal to The Computer and creatively dedicated to increasing production and consumption. These latter servants tend also to be fanatically loyal to Free Enterprise.

## 4. EVERYGROUP ELSE

### Security Supply

Much of PLC is dedicated to producing equipment and supplies for IntSec. Handcuffs, for example. Cone rifle shells. Helmet wax. Blank termination vouchers. Cleansers that really do get all the blood out of a uniform.

Security Supply Liaisons are assigned to the Troopers to ensure that their future supply needs are promptly serviced. This translates as 'try to convince IntSec to buy more stuff.' Security Supply may also be ordered to use up supplies at an accelerated rate to keep up demand.

**If you're assigned to Security Supply...** your duty is to sell IntSec stuff they don't know they need.

### Marketing & Brand Management

The revenue stream from the Lil' Trooper Action Figures, Junior Citizen Spy Notebooks and the Report-A-Teacher hotline alone is considerable, even before considering all the t-shirts, loyalty badges, replica cone rifles and other merchandise. Marketing & Brand Management troopers are assigned to protect the almighty brand from anything that might harm these marketing efforts.

**If you're assigned to Marketing & Brand Management...** your duty is to maximise the popularity of the Troopers.

### Tech Services

Technical Services maintains most services in Alpha Complex. Everything from scrubots to communications to computer maintenance is their responsibility. In the omnipresent inter-service conflicts, Technical Services enjoys high status, right after Power, and above HPD&MC and PLC. Why? The Computer depends directly on Technical Services for its maintenance and citizens depend on Tech clone tanks. Political orthodoxy in Technical Services personnel is critical; Internal Security diligently monitors their thoughts and deeds.

Tech personnel are the 'fix-its' of Alpha Complex. When something goes wrong with your disposal, communal toilet or petbot, you call Tech for help. Seven or eight decades later, a surly, grease-smeared repairman may show up and refuse to fix it without appropriate authorisation forms (available from equally surly clerks at HPD&MC) or parts (available from unimaginably bored clerks in PLC). Intelligent citizens rapidly learn the only way to get anything fixed is bribery.

Because IntSec so carefully monitors Tech Services, it prizes orthodoxy over competence. Hence it is virtually impossible to get anything fixed right. Bribery sometimes works here and more often intimidation – but you know, even if you intimidate a Chihuahua within an inch of its life, it still can't fix your sink.

Technical Services personnel wear special coveralls amply supplied with pockets for tools and spare parts. They also carry small tool kits that symbolise the delicacy of their work.

### Plumbing & Wiring Consultants

Alpha Complex is, well, complex. Say you want to install a new bug in an INFRARED bathroom. You can't just drill a hole anywhere you want and stick a spy camera in it. You might cut a vital power line, or a computer cable, or a sewer line, or a sleepy-sleep gas vent, or a reactor coolant pipe, or drill through into a high Clearance hallway, or damage one of the 17 other spy cameras already installed there.

Plumbing & Wiring Consultants are there to keep disruptions to vital services to a minimum. Thanks to this new safety initiative, there has been a 13% decrease in Unscheduled Oxygen-Free Bonus Sleep Times!

**If you're assigned to Plumbing & Wiring...** your duty is to ensure that the wild shots don't blow up anything important.

### Hardware Support

Hardware Support is responsible for fixing important trooper gear. That's about it. Simple job, pretty self-explanatory really.

## Hardware Support: A Typical Conversation

**Trooper (via radio):** Duh, my cone rifle no work.

**Hardware Support:** Are you sure it's loaded?

**Trooper (via radio):** Ngh.

**Hardware Support:** Ngh means yes or ngh means no?

**Trooper (via radio):** Yeth.

**Hardware Support:** With a detonation fuse?

**Trooper (via radio):** Ngh.

**Hardware Support:** Have you tried turning it off and on again.

**Trooper (via radio):** OK...no, it still no work.

**Hardware Support:** When did you last fire it?

**Trooper (via radio):** Just before dey shot me.

**Hardware Support:** You've been shot?

**Trooper (via radio):** Ngh.

**Hardware Support:** With what?

**Trooper (via radio):** Biiiiiig gun.

**Hardware Support:** Are you ok?

**Trooper (via radio):** My pants are all red.

**Hardware Support:** I think if you just wait a few minutes, they'll give you a new gun with your next clone.

**Trooper (via radio):** So cold....



**If you're assigned to Hardware Support...** your duty is to support hardware.

## Power Services

Power Services has the difficult task of maintaining the ancient power plants of Alpha Complex. Day-to-day survival depends on the competence and reliability of this service. This makes Power Services a particularly sensitive and vulnerable area for treason and sabotage; it therefore gets more than its share of attention from Internal Security. It also means Power has high status in Alpha Complex, a fact bitterly resented by the other Service Groups. As a result, Power Services often finds itself at the wrong end of political power plays.

Power Services also maintains the transport systems of Alpha Complex, though this puts them in perpetual

political turf battles with their foremost rival, Technical Services.

Power Services is a tightly-knit, loyal service. Older personnel tend to be distrustful of members of other services, and to look out for their own, even to the detriment of their loyalty to The Computer. Since the rise of outsourcing to contractors, younger workers assigned to the group have shown a remarkable and unprecedented talent for collecting bribes. Many citizens who believe they're about to be stranded in frozen darkness grow deeply fond of the idea of paying a bribe.

## Collateral Damage Assessment Bureau

CDAB agents are responsible for ensuring that the inevitable missed shots and accidental catastrophes caused by IntSec troopers do not cause power supply disruptions. There is a long-standing

regulation that permits Power Services to charge the cost of repairs to other service groups if it can be proved that the other group was responsible for the damage, so CDAB agents are encouraged to be...creative when determining how much blame to allocate to IntSec.

**If you're assigned to the Collateral Damage Assessment Bureau...** your duty is to blame as much damage as possible on your fellow Troopers.

## Mandatory Team Member

If Tech Services get two temp roles, then Power Services demands two temp roles. Hence, the existence of the Mandatory Team Member. Absolutely no added responsibilities or functions, other than wearing a Power Services badge and filling a trooper uniform.

**If you're assigned as Mandatory Team Member...** your duty is to show up.

# 5. To Serve and Protect

In the *INTSEC* roleplaying game, you are playing the role of an Internal Security Trooper. This is your Player Character (PC). One of the other players is the Gamemaster (GM), who describes the story's setting and events. You and the other Player Characters must use your wits and luck to navigate the obstacles thrown in your path by the GM.

When you want your character to do something, inform the GM either openly (*'I shoot the Commie!'*) or covertly by note-passing, code-words, semaphore, text messaging, telepathy or some other medium (*'I shoot Bob'*). The GM will adjudicate the results of your action using a combination of common sense, the rules of the game, how funny your action is and his whimsy. He may ask you to roll a 20-sided die. He may roll one himself. He may do both, or neither. Whatever he does, he is always right.

The GM is all-wise and all-knowing. He will describe what you perceive and what you know. He will play the roles of all the other people and things in Alpha Complex other than the Player Characters. He may, from time to time, indulge in elaborate psychological

experiments at your expense. Remember to thank your GM.

Note that while your Player Character's life in Alpha Complex may be nasty, brutish and short, and while there may be conspiracies and dangerous aplenty, the GM is not your enemy. The Non-Player Characters he plays may be your enemies, and the other Player Characters are almost certainly your enemies, but the GM himself is a neutral referee. He is certainly not a petty tyrant who will kill your character if you annoy him, or fail to appreciate and amuse him.

## IntSec Troopers

As an Internal Security Trooper, you are the elite police force of Alpha Complex. Your duty is to keep order and eliminate threats to the status quo. Subversives and traitors wish to undermine this status quo. You must eliminate them. Many of your fellow troopers may also be subversives and traitors; your superiors may also have secret agendas and plans. You cannot eliminate them all. To survive, you will have to force a balance between these competing forces.

In *TROUBLESHOOTER* play, Player Characters are part of a team in the loosest possible sense, and eliminating the rest of your team is often the best method of survival. This is not true in *INTSEC* games – your team is encouraged to work together and several methods of forcing co-operation are used. This means that shooting your team-mates in the back or pushing them into death-traps will backfire on you. If you wish to eliminate team-mates, then you must find proof of their treachery, or get them to eliminate others for you.

You also have responsibilities beyond your team. As IntSec Troopers, you will be judged not only on your own actions but on results. At the start of a mission, you may be informed of the current state of the sector, in the form of Sector Indices. These Sector Indices measure how happy the citizens are, how loyal they are, how compliant they are and how secure the sector is considered to be. If these values drop too low (or, often, fail to rise), then you will be disciplined. To survive in IntSec, you must learn to manipulate perception and belief.

## 4. EVERYGROUP ELSE

### Your Goals as a Trooper

1. **Protect and Serve The Computer**
2. **Complete missions assigned to you**
3. **Protect and Serve High Clearance Citizens (BLUE, INDIGO, VIOLET and ULTRAVIOLET)**
4. **Locate and Eliminate Traitors**
5. **Enforce the laws and regulations of Alpha Complex**
6. **Protect and Serve Low Clearance Citizens (GREEN and lower)**

You may also have personal goals, shared with other citizens of Alpha Complex, such as.

1. **Survive!**
2. **Erase evidence of your past misdeeds and treasons**
3. **Get promoted out of the Troopers to a safer job**
4. **Further the goals of your Secret Society**
5. **Escape Alpha Complex**
6. **Overthrow The Computer**

### A Typical IntSec Mission

1. You're out on patrol, cruising the corridors of Alpha Complex, when suddenly you...

- a) Get a Code Alert from Central (go to step 2)
- b) Spot Trouble (go to step 3)
- c) Get a Mission Statement from Central (go to step 4)
- d) Remember you're already on a mission and already have a Mission Statement. Oops. Go to Step 4.

2. The Code Alert tells you where to go and what to do. Maybe. If you're lucky. Blunder around for a while until you get a Mission Statement (go to step 4) or just muddle through (go to step 5).

3. Hey, those clones over there are involved in something treasonous. If you report back to Central, they might send you a Mission Statement (go to step 4)

or you can just muddle through (go to step 5).

4. Your Mission Statement lists your quotas for the mission. Better fill those termination quotas, trooper! Go onto Step 5.

5. Shoot things! Arrest people! Investigate people!

If you're mainly shooting things, go to step 6.

If you're mainly investigating things, go to step 7.

If you're not sure what to do, go to step 8.

6. Your weapon won't fire unless your Lead Trooper enables it... or until you sabotage the Firepower Control device. How can you convince the Lead Trooper to let you shoot things? Blackmail? Bribery? Cortex bombs? Go to Step 9.

7. Central has all sorts of handy investigative resources, like Interrogation Booths! They'll be able to help you! Go to Step 9.

8. Don't admit *that* in public. You're an IntSec trooper, the best of the best. You're *never* at a loss. There's always treason somewhere, if you look hard enough. Try starting with your own team! Go to Step 9.

9. The despicable Commie Mutant Traitor is getting away! Do you chase him into the transtubes in your SecuriCars (go to step 10) or let him flee (go to step 20)?

10. Many megadeaths ensue. Oops.

Time to check those quotas.

If you've not reached a quota, go to step 11.

If you've exceeded a quota, go to step 12.

If your Sector Indices are not within approved limits, go to step 13.

If everything is just fine and it's time to end the mission, go to step 15.

11. Better start arresting and/or terminating more people, trooper! Go to step 10.

12. Oops. Time to hide the bodies. Go to step 10.

13. Looks like people aren't happy/compliant/secure/loyal enough. Do you

a) Attempt to adjust the problematic Index (go to step 14)

b) Terminate the officer in charge of that Index (go to step 15).

14. Well, that Index is now within acceptable limits. Unfortunately, one of the other Indices has been pushed down. Go to step 13.

15. Really? Everything's fine and it's time to end the mission? You're not lying to me, are you?

a) It was a lie. The mission is not complete. Go to step 5.

b) No, it's not a lie. Everything's fine. Mission accomplished! Go to step 16.

16. Would you care to step into this interrogation booth for debriefing?

a) Yes. Go to step 17.

b) No. Go to step 20.

17. Do you have any medical conditions that might be adversely affected by inserting electrodes into your brain?

a) Yes. Go to step 18.

b) No. Go to step 18.

18. Wow, those electrodes sure do hurt.

a) If you lied in step 15, go to step 20.

b) If you were not lying, go to step 19.

19. Congratulations, trooper! That was a successful mission! Go to step 1.

20. Please report for termination. Go to step 1.



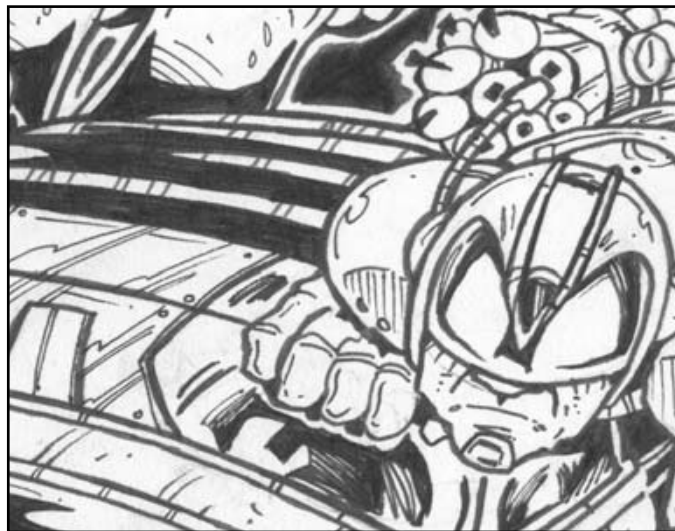
## "Onwards, brave defenders of Alpha Complex"

I am the very model of a loyal IntSec Trooper  
I serve Alpha Complex and I love my Friend Computer  
I've terminated traitors with delight most visceral  
For It I'll go on black missions that are marked deniable.

I'm very well acquainted too, with matters puritanical  
I understand for safety's sake Computer's quite tyrannical,  
For Commie Mutant Traitors are said to be surrounding us  
With intention to terminate the whole Complex lot of us

I'm good at artillery and matters quotes litigious  
I know the coded names of provocateurs insidious  
In short, in matters secretive, oblativ, fun and contemper  
I am the very model of a loyal IntSec Trooper.

I know our approved history is in line with the orthodox  
I fill out tricky forms without mental paradox  
I quote in elegiacs all the crimes of Helio-G-BLS  
With cone rifle I can floor peculiarities treasonous.



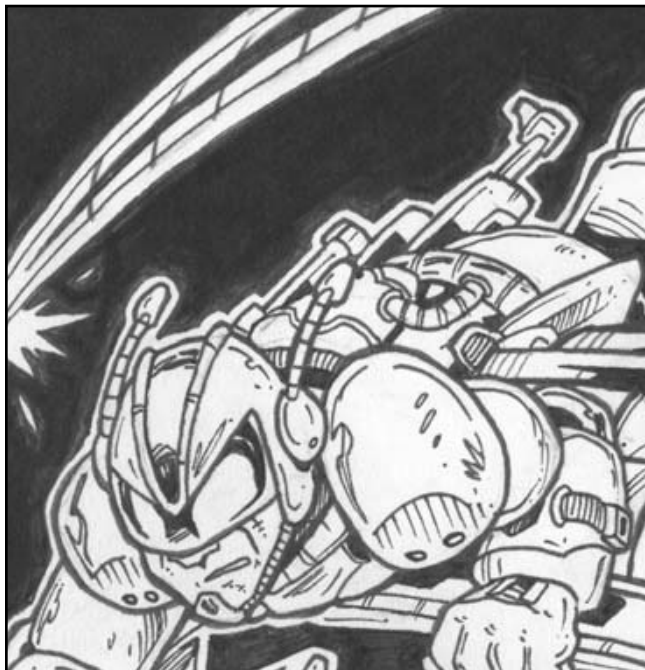
I stomach FunFoods like Hot Fun and algae chips and VitaYum  
I know the Complex anthem, well enough at least enough to hum  
In a drugged fugue I'll never reveal my co-conspirator  
Torture? Well, then I'll sing like I'm performing *Pinafore*.

Then I can fill out forms wrote in code and in cuneiform  
And maintain with standards high a most hygienic uniform  
In short, in matters secretive, oblativ, fun and contemper  
I am the very model of a loyal IntSec Trooper.

I've no idea what you mean by "mamelon" or "ravelin"  
But I'll play along and lie with a wide and very happy grin  
When on patrol I'll look out for Commies dressed up in furry hats  
As I'm also slightly hazy on the meaning of "commissariat".

When I have learnt what progress has been made in modern gunnery  
When R&D's mad scientists smash holes all through reality –  
In short, when I'm splattered by a cone rifle that's been shot at me –  
You'll say a better IntSec Trooper is the very clone of me.

For my Security Clearance, though I'm loyal and adventurous,  
Is only BLUE and won't protect me from my acts most treasonous  
But though I've been informed on by some hidden spy or snooper...  
I am the very model of a loyal IntSec Trooper.



## 6. THE SECTOR BEAT

### 6. The Sector Beat

*Citizens, what you are about to read is a tale of Alpha Complex. This story was not photographed in a studio... quite the contrary. The Troopers played their roles in the corridors of Alpha Complex itself. There are eight million stories in Alpha Complex. This is one of them.*

The mean streets of Alpha Complex.

Ok, the place has relatively few streets, but the 'mean corridors' lacks a certain poetry. How about 'mean transtubes?'

No?

Fair enough.

#### Alpha Complex 101

It is hundreds of years in the future. At some point between now and then, there was an unspecified but absolutely cataclysmic catastrophe. The survivors now live in an underground domed city, called Alpha Complex, under the watchful cameras of the all-knowing and all-powerful Computer. Life in Alpha Complex is perfect – or would be, if it wasn't for sabotage and terrorism caused by Commie Mutant Traitors. Stay Alert! Trust No-One! Keep Your Laser Handy!

To improve security and efficiency in Alpha Complex, The Computer assigns a Security Clearance to each citizen, ranging from INFRARED to ULTRAVIOLET. Security Clearance does not necessarily determine social standing, influence, living condition or remuneration\*, but it is generally indicative of it. You can have

an INDIGO Clearance janitor, earning less than the average pay for an INDIGO citizen, but he would clean only the most secure areas and would spend more time searching for and/or planting bugs and removing DNA fragments.

All citizens begin at INFRARED Clearance. Citizens are promoted for conspicuous competence (very rare), reporting a friend as a traitor (very common), winning a prize in a packet of algae chips (not that uncommon) or as a reward for bootlicking (also pretty common).

Low Clearance citizens are kept pacified with drugs. Lots of drugs. Drugs in the food, drugs in the water, drugs in the air vents, drugs in the drugs. Most INFRAREDs are drooling morons, shambling through the daycycle with a happy smile and not a single thought in their heads that wasn't put there by HPD&MC. REDs, ORANGEs and YELLOWs have progressively more capacity for actual thought, as they are permitted more and more real food instead of the chemical slop doled out to the lower Clearances.

INFRAREDs live in huge communal dormitories, where bunks are assigned on a first-come, first-served basis; the only permanent denizens of the bunks are the mutant bedbugs. REDs and their ilk have slightly less ghastly conditions, in that they get their own bunk in a slightly smaller dormitory (and a closer, more personal relationship with the mutant bedbugs.)

Mid Clearance citizens – GREENs and BLUEs – see a huge leap in both quality of life and quality of food. They get their own private accommodation, servants (bots or even humans) and access to all manner of perks and bonuses. Drug doses are significantly lower. Well, doses of the soporific sedatives and happy pills are lower, anyway – mid Clearance citizens generally have enough amphetamines (have to get ahead, have to stay alert, have to get promoted), uppers (happiness is mandatory), downers (can't sleep, can't relax, gotta calm down) and hallucinogens (Uppers? Downers? How about non-Euclidian directions?)

GREENs and BLUEs are the middle class of Alpha Complex, the proving ground. If you've made it to BLUE, then you must have the ambition to rise even higher. GREEN/BLUE politics is intensely cut-throat and convoluted.

High Clearance citizens have luxuries beyond the imagining of their former peers. They live in exclusive high-security apartments or vast mansions, they eat real food all the time, they have whole teams of servants (usually bots), and they don't need to be drugged at all to stay happy – apparently, a life of power, luxury and indulgence makes you happy. Who'd have thought it?

The different levels of Security Clearance mean that citizens may have a very, very different view of what life in Alpha Complex is really like.

#### The Greasy Pole

Clearance	Monthly Salary	Typical Assignment
INFRARED	100 credits	Stirring food vats; basic menial labour
RED	1,000 credits	Menial labour that requires some tiny level of thought; troubleshooting
ORANGE	2,000 credits	Senior clerks, technical supervisors, Armed Forces corporals
YELLOW	3,000 credits	Mid-level bureaucrats, R&D project leads, vidshow hosts
GREEN	10,000 credits	Senior supervisors, managing directors, artisans, IntSec goons
BLUE	40,000 credits	Junior executives on the rise, vidshow producers, CPU managing directors, IntSec Troopers
INDIGO	100,000 credits	Senior executives, IntSec deputy supervisors, CPU chief directors, vidshow studio chiefs
VIOLET	600,000 credits	CEOs, generals, IntSec supervisors, Machine Empaths
ULTRAVIOLET	Classified	High Programmers

\*: Not necessarily. It just does.





## Our Beloved Complex

At INFRARED, citizens are told that Alpha Complex is the whole universe. At RED and higher, citizens are permitted to know that there is, in fact, a whole world Outdoors. Access to Outdoors is strictly controlled at all levels; the only people with a reason to leave Alpha Complex are the Armed Forces, dome cleaning and maintenance technicians, researchers, and Commie Mutant Traitors trying to escape justice or report back to their Commie masters. Which category do you fall into, citizen?

The Armed Forces patrols the land around Alpha Complex and launches regular first strikes on 'terrorist installations' (trees) and Commie fortifications (hills).

Inside, Alpha Complex is a warren of endless corridors, meeting rooms, factories, food vats, storage depots, meeting rooms, security checkpoints, missile silos, R&D labs, meeting rooms, offices, cafeterias, more security checkpoints, more corridors, more meeting rooms and the occasional bottomless pit. Everything and everyone is colour-coded according to Security Clearance. The higher your Clearance, in general, the nicer your surroundings, but it's still mostly corridor. The low Clearance corridor is grimy, crowded and packed full of vending machines. The high Clearance corridor is spotlessly clean thanks to the tireless efforts of scrubbots, the moving walkways are nearly empty and there's a string quartet playing in the background.

To the INFRAREDs and other lower Clearance citizens, Alpha Complex is vast and crowded. That's half right – Alpha Complex is an awful lot bigger than they imagine, but it's not very crowded. 90% of the population are crammed into only 65% of the available space. The higher

clearances have their exclusive shopping concourses, their auditoriums, their leisure centres and their guard towers.

Those figures don't take all the abandoned sectors or the Underplex into account. An estimated 20 percent of Alpha Complex has been left to rot; whole sectors have been crammed full of nuclear waste and then sealed off, while other sections have vanished from computer records due to bureaucratic oversight or hacking. There are *things* lurking in the sewers and ruins under Alpha Complex, and these *things* sometimes try to crawl out. Traitors and renegades use the abandoned sectors as escape routes or meeting places, so IntSec Troopers are expected to regularly patrol the ruins. (Unfortunately, as some ruins do not, in fact, officially exist, it is impossible for a Trooper to record where he has been, creating suspicious gaps in his duty log. Suspicious gaps are treason).

## The Computer

The Computer administers all of Alpha Complex. While even INFRAREDs know that The Computer is aided by its special friends, the High Programmers, most low Clearance citizens believe The Computer to be perfect and infallible. Belief in the perfection and absolute correctness of The Computer is strongly encouraged by HPD&MC. A Troubleshooter team informed by The Computer that they needed 8,577 cans of Bouncy Bubble Beverage to complete their mission would have no choice but to lug all the cans of moderately explosive but highly refreshing B3 around with them. Questioning this equipment assignment would be seen as treasonously doubting The Computer.

At BLUE or higher Clearance, there is less emphasis on the perfection of The Computer. Oh, The Computer is still spoken of in reverent tones, and publicly doubting The Computer remains treasonous, but it is commonly accepted that human error and/or sabotage can result in The Computer being wrong. If a Trooper squad were erroneously assigned those same 8,577 cans of B3, they could quibble or even reject the equipment assignment – as long as they can *prove* it was Commie sabotage. Basically, at low Clearances, The Computer is always right.

At mid Clearances, it's always right unless someone makes it wrong.

Citizens may contact The Computer through any of the terminals located in every corridor, via security cameras with microphone attachments, via PDC or other communication device, or via confession booth.

## Sex, Death and Cloning

In its electronic wisdom, The Computer has banned the obsolete and old-fashioned method of reproduction. Before The Computer's glorious regime, new citizens were produced by a messy, obscene and unpredictable biological process involving squirting bodily fluid and internal parasites. In our modern Alpha Complex, new citizens are scientifically produced in the cloning tanks. Genetic material is grown into the next generation of loyal citizens.

To ensure that the citizens do not fall back onto obsolete methods, hormone suppressants are given to all Alpha Complex. These suppressants quell those pesky biological urges. Rumours that high Clearance citizens are permitted to decline hormone suppressants are treason; rumours of High Programmer harems or sex romps are especially treasonous.

Newly decanted citizens are placed into Computer-run crèches until the age of 14, whereupon they are assigned to a Service Group suited to their skills. The Computer cherishes all its Junior Citizens and considers them a specially privileged group. Any attempt to discipline Junior Citizens without permission angers The Computer; even IntSec Troopers should beware of kids. They're vicious little tykes who'll lie to The Computer about what you've done to them.

Life in Alpha Complex is perfectly safe, assuming one overlooks the occasional terrorist bombing, reactor meltdown, traffic accident, FunFood accident, experiment accident, mutant rampage, radiation leak, rogue warbot, erroneous termination or laser ricochet. In the event of such an unlikely accident, a replacement clone is provided. Every citizen is equipped with MemoMax circuits in the brainstem, which take

Clearance	Population %	Alpha Complex %
<b>INFRARED</b>	~80%	40%
<b>RED</b>	10%	25%
<b>ORANGE</b>	6%	10%
<b>YELLOW</b>	2%	5%
<b>GREEN</b>	2%	5%
<b>BLUE</b>	1%	5%
<b>INDIGO</b>	<1%	5%
<b>VIOLET</b>	<1%	5%

ULTRAVIOLET CLASSIFIED CLASSIFIED

## 6. THE SECTOR BEAT

an image of the citizen's mind at the instant of death and copies it into the fresh clone, providing near-flawless continuity\*.

The Computer assigns **six** clones to each citizen. Extra six-packs of clones may be assigned to particularly important citizens, or available for purchase in times of plenty. Note that excessive cloning may result in replicative fading, aka bonus finger syndrome.

### The Necessities of Life

Two words: food vats. They take care of feeding the vast ravenous hordes of INFRAREDs and the waste they produce. They're also a great place to dump unwanted bodies. The chemical stew of the food vats is converted into FunFoods of various kinds – marginally nutritious gunk that probably won't kill you and you probably won't starve to death while eating it. There are hydroponic farms that produce real food, but real food is reserved for the upper classes. The only real food INFRAREDs get is when one of them falls into the food vat. Mmm, that's meaty Hot Fun.

The Computer acknowledges that there's more to life than sleep, food and work. Why, there's a whole four hours allocated to relaxation and improvement! During this time, citizens are to watch uplifting, educational and inspiring vidshows produced by HPD&MC, to purchase collectibles and other PLC products, or to attend Elective Activity or Pursuit clubs, or to volunteer for some uplifting, educational or inspiring activity.

### Transtubes

Alpha Complex, as we've already said, is vast. There's a joke about thinking it's a long way down the road, and that comparison being nothing more than *arachis hypogaea* to Alpha Complex, but Douglas Adams already did that. Anyway, it's a big place. How do you get around? Transtubes!

A transtube is a roundish, concrete-lined tunnel, ranging in size from a few metres in diameter to a lot bigger (like, a few hundred metres bigger). Transtubes go from AAA to ZZZ, calling at all sectors in-between. Big intersector tubes go between sectors, while smaller local tubes go to key locations within each sector. Many tubes have either electro-magnetic metal rails or highly experimental gravity plating, allowing the full circumference of the tube to be used for priority traffic (in other worlds, in some tubes you can drive on the ceiling).

Low Clearance citizens are not permitted to use the tubes directly. They are limited to transbots – vehicles that are something like a cross between a subway train and a bus. Transbots go between transtube stations, which are conveniently situated (to maximise surveillance and vending machine trade).

Higher Clearance citizens may use personal vehicles in the transtubes, such as automobiles, securicars, personal transbots, hovers or more exotic modes of transport (jetboots, for instance). The transtubes are remarkably democratic,

one of the few places in Alpha Complex where a RED might spot an INDIGO or even a VIOLET citizen. (Priority in the transtube is determined by Security Clearance. Troopers must ensure that high Clearance traffic is not delayed by lower Clearance vehicles.)

Patrolling the transtubes is one of IntSec's important duties. Regrettably, the transtube infrastructure is crumbling, leading to the occasional minor problem such as cave-ins, magnetic scrambling of transbot brains, guidance system failures, inescapable looped tunnels or, say, a small pedestrian corridor being abruptly re-designated as a high-speed vehicle route.

### Credits & Crime

One may ask, 'If The Computer absolutely, positively knows what every citizen needs, then why do citizens have credits?' Truly The Computer does know what every citizen needs. Every citizen needs credits.

The Computer runs capitalism as a subprogram. It works perfectly, moving credits about the Complex with great precision, all according to plan. Any economic imbalances are obviously the result of treasonous activity. Without an economy to detect imbalances in, how would The Computer be able to expose financial treason? It wouldn't. Capitalism not only controls the proper flow of money, it also serves as a treason warning system.

The Computer understands these things in ways you never could, citizen.

### Typical Daily Schedule

Time	Activity
0600	Wakeywakey; callisthenics and loyalty songs
0630	Breakfast
0700	Begin work shift
0900	Public Hating
1130	Mandatory happiness adjustment
1300	Lunch and loyalty songs
1900	Work shift ends; Mandatory Volunteering Time
2030	Dinner, callisthenics and loyalty songs
2130	Mandatory Discretionary Fun Time
2330	Public hating, callisthenics and loyalty songs
2400	Sleepysleepy

\*: The fact that every fresh clone's first experience of reality is the agonising death of the previous clone goes a long way to explaining the madness of Alpha Complex.



## Credit licenses and cash hackers

Credits – which are electronic data, not physical money – often come encumbered with particular licenses, like software licenses. For instance, a 1,000 credit bonus from a grateful INDIGO might be restricted to items bought from a particular Service Group. The credit license can also covertly give the payer any number of terrible rights over the unwitting recipient, including surveillance, invasion of privacy and so on.

Keeping track of the licenses is so frustrating; a shady new profession has arisen: the cash hacker. Misbegotten hybrids of Computer Phreak and Free Enterprise, the hackers de-license encumbered credits, or re-license them according to the customer's dictates.

## Hard currency

Hard currency is technically still permitted at all Clearances in Alpha Complex. Nightly game vidshows shower lucky citizens with shiny currency disks. They're not hard to get, if you have any connections at all. So they must be okay, right?

Subversive rumours suggest The Computer tacitly permits currency disks to exist because High Programmers need them to conduct their corrupt high Clearance business. But IntSec agents look on currency disks with routine suspicion, because they are the lifeblood of the treasonous IR market.

Currency disks (AKA 'plasticreds') are black plastic datadisks about twice the diameter of a thumbnail. They're sturdy compared to (say) modern DVDs, but you can still smash them if you try hard.

**Bugs:** Any currency disk can hold any amount of credits. A small LCD readout in the disk's centre indicates its value. Currency disks have the strongest anti-tampering measures in Alpha Complex, and Computer Phreaks of all Clearances have scrutinised the free-software code until it's practically bulletproof.

However, unscrupulous individuals may load individual disks with bugs. A bug is a microphone and processor, about the size of a dust grain, that adheres almost invisibly to the physical disk. It eavesdrops on everything the

currency's owner says and hears. After long inactivity, when the owner is presumably not observing, the bug transmits its stored audio, and possibly even video, to a Computer Phreak drop site, where the owner retrieves it and scans for potential blackmail material.

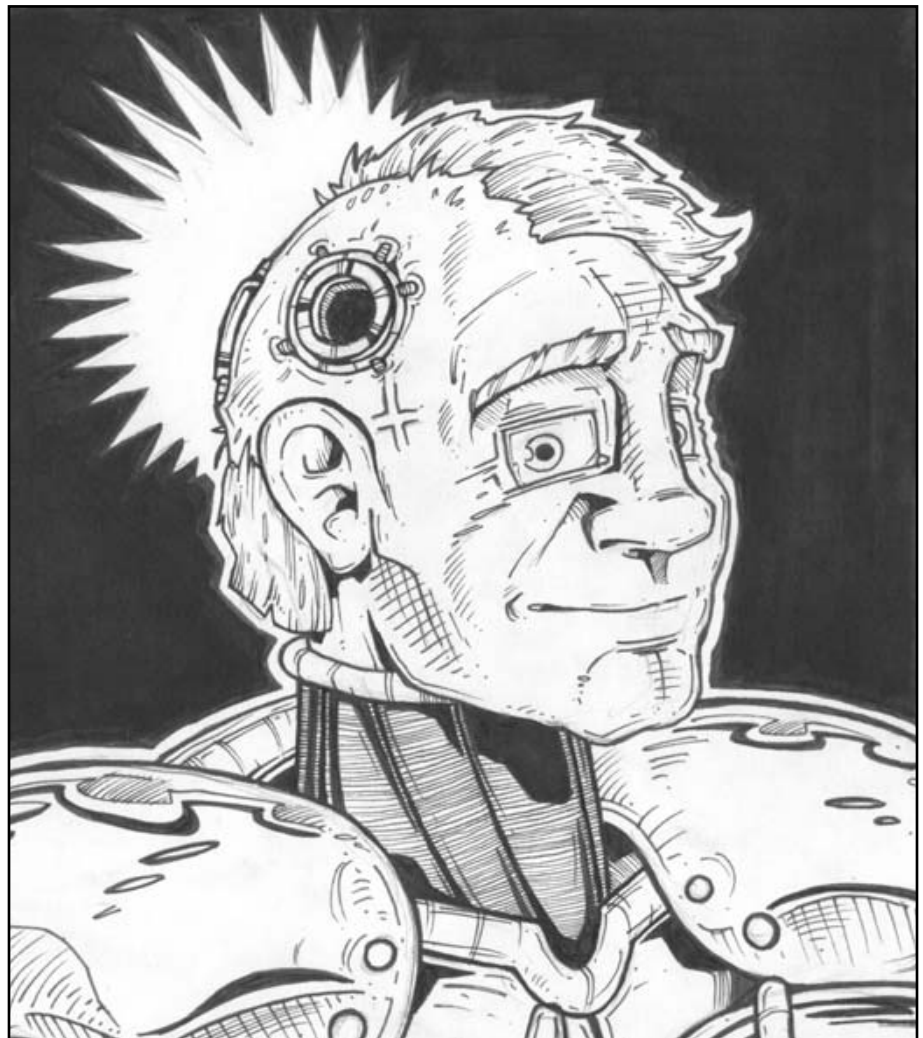
## The economy of hard currency

Citizens may turn in plasticreds for electronic credits at any confession booth, but large amounts of hard currency will certainly provoke The Computer's keen interest. Most citizens who seek to convert hard currency instead meet covertly with IR marketeers. These shady Free Enterprisers illegally retrofit their PDCs as 'pocket banks' that can read a disk's code version, verify its value and add or deduct funds.

Though few citizens recognise it, The Computer itself tightly controls Alpha Complex's money supply through plasticreds. When it calculates a need for more money in the economy, The Computer simply creates new disks and doles them out, seemingly at random, as pay bonuses, vidshow prizes and extra-high mission bonuses. Four thousand plasticreds for cleaning a toilet? Why not? The citizen will go on a spending spree, and the cash will get out there.

When it needs to remove funds from the economy, The Computer imposes strange fines and high fees on citizens with known hard-cash reserves. It requires payment in plasticreds ('Why, Friend Computer?' 'That information is not available at this time'), then wipes them. Raising prices Complex-wide for

**"Warning! Exposed Brain Matter may become itchy or dry"**



## 6. THE SECTOR BEAT

a millisecond or two will also do it. ('Hey, you just charged me 200 credits for this Hot Fun!' Supply and demand, citizen.)

### The IR market

The IR market is the underground economy of Alpha Complex. IR markets are transient things – one minute, there's an empty warehouse, then five minutes later, it's packed full of barkers, traders and Free Enterprise thugs selling stolen goods and stuff that 'fell off the back of a transbot'.

Unfortunately, the IR market is the only way to get a lot of vital items in Alpha Complex. If a citizen wants, say, a new bootlace, he can fill out a form PLC3332-a4-1/a, *Request for Purchase Voucher for Replacement Boot Component A7* and wait six to eight weeks for approval, or he can pop down to the local IR market and pick one up for five credits.

Official policy is that IR markets are damaging to both the economy and to public morale, and that IntSec Troopers should crack down on the markets whenever they crop up.

### Total Security Assurance

As of Year 214 of The Computer, Central Processing has implemented a new policy called Total Security Assurance. What is Total Security Assurance? Put simply, TSA is a guarantee to all citizens that surveillance and security in Alpha Complex will be conducted according to rigorous quality guidelines. Everything from happiness to arrest rates will be cross-linked to ensure that security continues to improve, year on year.

In other words, IntSec is expected to find more traitors than ever before. Failing to meet quotas is treason.

### Identity

All Alpha Complex citizens carry a Mercantile Enterprise (ME) card, a combination of credit and ID card. A ME card gives complete access to a citizen's credit account, computer files and personal information; it also serves as a keycard for opening secure locks. Keep your ME card safe at all times, citizen!

Citizens are also given a metallic tongue-print tattoo soon after being decanted. Tongue-prints are an older form of ID

than ME cards, but are still used as a backup method of confirmation. If asked for your tongue-print, simply lick the sensor. Hygiene technicians are available to clean the tongue sensor or remove tongue fuzz if necessary.

If necessary, citizens may also be required to produce any of the following on demand: fingerprints, retina prints, DNA samples, blood samples, urine samples, skin core samples, brain biopsies, MemoMax transaction records, thought diaries, stamped sector passes, testimony of superiors, testimony of associates, foot prints, bribes, follicle cross-sections, spinal fluid samples, confessions, skin flake samples, Bouncy Bubble Beverage consumption records, drug tests, stool samples, stomach contents, mutant-free certification, loyalty affidavits, Elective Activity or Pursuit club membership cards, Teela-O fancub cards, bribes, laser qualification certificates, scalp flake samples, sweat samples, scent samples, other bodily secretion samples, travel papers, citizen user licences, keystroke records, travel patterns, known associates, lymph samples and/or whole body prints.

Identity theft is treason. Failing to produce acceptable identification is treason.

### Surveillance

Citizens in Alpha Complex enjoy nigh-total surveillance. Security cameras are in every corridor, every room, every dormitory, every bathroom, every elevator, every moving walkway, every transtube, everywhere.

Some of them even work.

A high percentage of security cameras, though, are either broken, sabotaged, pointing in the wrong direction or have been disconnected from The Computer and suborned by some other party, such as a Secret Society. Of the functional security cameras, most are monitored only by The Computer, who alerts IntSec if it detects any suspicious activity. To be honest, The Computer's ability to distinguish 'suspicious activity' from, say, 'a totally empty corridor with no activity of any kind whatsoever' is limited. IntSec Troopers are used to being awoken in the middle of the nightcycle to check

on a corridor with a flickering light bulb because The Computer thought the shadows looked treasonous.

Security cameras in highly secure or busy areas are monitored full-time by IntSec, or by volunteers. Furthermore, all television monitors in Alpha Complex – and there are a lot of them – are bi-directional. IntSec estimates that a citizen is under observation by a camera up to 97% of the time during an average working day.

Hidden microphones and other covert surveillance methods are more common at higher Clearance levels. IntSec doesn't really care what the INFRAREDs get up to, as they're too drugged and braindead to be actually dangerous. No, the real prize is evidence of a high Clearance citizen plotting against The Computer. Bugs are even more ubiquitous than cameras at higher Clearances.

### Crime and Punishment

If a citizen commits a crime, he may visit a confession booth to report his misdeed. The Computer looks favourably on those who willingly admit their mistakes and crimes, and may even be merciful. Please note that mercy is not guaranteed.

The Computer has great faith in its educational and thought control policies. Error or spontaneous treachery are inconceivable. If something goes wrong, there are three possibilities:

- ☞ The offender was unhappy or otherwise unwell. Solution? Medication!
- ☞ The offender is a traitor, and where there's one traitor, there must be others. The offender must reveal his allies and contacts.
- ☞ The offender is blameless; the incident was caused by Commie sabotage.

All crimes and misdeeds are investigated by Internal Security. Minor crimes are dealt with on the spot or back at Central; more serious offences are dealt with by a Disciplinary Committee or senior officer.

Major crimes may require a trial. Only citizens of BLUE Clearance or higher have the right to trial, and it is unheard-of for a trial to be called without the sentence



being known well in advance. (How else will HPD&MC know how to advertise the televised trial if they don't know the result?)

If proof of a crime is obtained by IntSec Troopers, they may be permitted to deliver punishment or correction immediately. In general, Troopers can do what they want to INFRAREDs, REDs or ORANGEs, can discipline YELLOWs or GREENs, can inconvenience other BLUES, and should only act against INDIGOs or VIOLETs if they have absolute proof of treason. Common punishments are:

**Fines:** Deduction of credits from a citizen's account. Troopers may assign fines of up to Cr. 500 for a minor offence, or Cr. 5,000 for a slightly more significant offence at will. Troopers should, of course, turn over all confiscated credits to Central at the end of each duty cycle. Note that Troopers may fine *each other* for breaches of protocol committed during a mission.

**Official Reprimand:** A reprimand is placed on the citizen's permanent record, blighting his chances for promotion. Troopers may place official reprimands on the records of lower Clearance citizens.

**Probation:** The citizen is assigned a Malfeasance Control Device, such as a politeness siren or a LoyaltyBot, or ordered to volunteer for some unpleasant, semi-fun duty. Troopers may put lower Clearance citizens on probation at will.

**Censure:** The citizen is assigned a forehead tattoo or other visible mark, displaying his failings to the rest of the citizenry. Other citizens are permitted to lecture the offending citizen on his misdeeds. The Community Liaison Officer is responsible for dealing out Censure.

**Public Hatings:** Like censure, but with television coverage.

**Demotion:** Troopers may demote ORANGE or RED citizens in response to misdeeds. They may also promote INFRAREDs to RED on the spot (and then fine them for being out of uniform).

**Medication:** The Computer's favoured solution to most problems. Troopers may supply happiness pills to citizens freely.

**Brainscrub:** Brainscrubbing involves re-education, subliminal reprogramming, and the occasional lobotomy. Troopers may not order a brainscrub; they may recommend it, but it is the decision of The Computer or a disciplinary committee or officer.

**Imprisonment:** Almost unheard-of in Alpha Complex. The only citizens who are imprisoned are those awaiting public termination or trial. Troopers may arrest citizens, but the decision whether or not to imprison is out of their hands. Under IntSec rules, a citizen may be held in Central indefinitely without being transferred to a prison.

**Retirement:** Also almost unheard-of. Citizens never retire normally\*; retirement is reserved for those who have trouble with sharp objects and drooling.

**Trial:** Trials are reserved for the following individuals:

- ☞ BLUEs or higher who raise a fuss about their punishment.
- ☞ High-profile traitors who will provide very good television

Trials are conducted by a Disciplinary Committee. One or both sides may be permitted to make arguments, present evidence and otherwise support their point of view.

**Termination:** The inevitable fate of most traitors. Troopers may only terminate citizens in two situations:

- ☞ The Trooper has a termination voucher for the citizen.
- ☞ The Trooper believes the citizen poses a clear and present danger to the Trooper, the squad, other citizens, The Computer, the safety of Alpha Complex property or equipment, public happiness or other important personages, assets, locations or sundries.

**Erasure:** The ultimate punishment. The traitor is terminated and his whole clone line erased. Troopers may not order erasure under any circumstances.

## Acceptable Behaviour

- ☞ Understanding of this chart and the Treason, Insubordination and Meritorious Conduct charts and their contents.
- ☞ Knowledge of the current Year of The Computer (214) and general awareness The Computer hasn't always been here; knowledge that a corrupt, destructive Old Reckoning culture existed before the rise of our friend The Computer. (However, curiosity about that benighted time is very impolite.)
- ☞ Mere knowledge of the existence of specific Secret Societies, mutant powers, the Outdoors or Outdoor plant and animal life. (None of this is polite conversation, but it's not treasonous.)
- ☞ Expressions of ambition; desire to rise in Clearance, get rich, live in luxury and so on. (The Computer encourages aspiration to greater service, though blatant greed is impolite.)
- ☞ Casual joking or warnings about Service Groups, or higher Clearance citizens in general, as opposed to

\*: Alpha Complex technology can extend the human lifespan indefinitely, but the resources needed to do so grow with age. Therefore, the permitted maximum lifespan of a citizen is determined by Security Clearance. INFRAREDs wear out at age 55; a BLUE can expect to see 80; VIOLETs and ULTRAVIOLETs are immortal.

## 6. THE SECTOR BEAT

specific individuals or agencies. (Impolite and likely to draw suspicion but not technically insubordinate).

- ☞ Unauthorised vandalism or destruction of property of equal or lower Clearance, in line of duty.
- ☞ Asking questions directly relevant to a mission or duty (these questions are grudgingly condoned).
- ☞ Asking whether a particular hypothetical question would be considered directly relevant to a mission or duty.

### Insubordination

- ☞ Asking a question irrelevant to a mission or duty.
- ☞ Asking whether a particular hypothetical question unrelated to a mission or duty would be considered insubordinate or treasonous.
- ☞ 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).
- ☞ Being out of uniform or sloppy.
- ☞ Being unhappy.
- ☞ Curiosity about or postulation of supposed virtues of Old Reckoning times.
- ☞ Curiosity in general, undue.
- ☞ Evading Internal Security or Computer surveillance.
- ☞ Excessive impoliteness.
- ☞ Failing a hygiene inspection.
- ☞ Jokes, insolence, or disregard for the importance of a mission or duty.
- ☞ Jokes, insolence, or disrespect for a specific higher Clearance citizen.
- ☞ Jokes, complaints, or warnings about a specific Service Group.

- ☞ Questioning the ability or judgment of a higher Clearance citizen.
- ☞ Openly questioning the ability or judgment of The Computer, in such a way as to damage the faith of lower Clearance citizens
- ☞ Turning off one's communicator during a mission.
- ☞ Unauthorized vandalism or destruction of property of equal or lower Clearance, not in line of duty.

### Treason

#### Accusations of treason

- ☞ Being accused of treason.
- ☞ Falsely accusing a citizen of treason.

#### Conduct and bearing

- ☞ Arguing with the Gamemaster.
- ☞ Assaulting a citizen.
- ☞ Being present in a location of higher Security Clearance.
- ☞ Damaging, destroying, or losing assigned equipment.
- ☞ Demonstrating knowledge of the **PARANOIA** rules above your own Clearance.
- ☞ Failure to defer to a citizen of higher Security Clearance.
- ☞ Framing a citizen of lower Clearance for a crime.
- ☞ Lying to the GM.
- ☞ Possessing a treasonous skill.
- ☞ Possessing unauthorized food, information, or equipment.
- ☞ Refusal to take a prescribed drug.
- ☞ Theft of equipment, possessions or files, including filesharing.
- ☞ Threatening the physical or financial safety of another citizen.
- ☞ Unauthorised destruction of higher Clearance property.

#### Missions

- ☞ Disobeying an order.
- ☞ Failure to complete a mission, or

failure to file a proper report of the completion.

- ☞ Refusing the assignment of a service service.
- ☞ Refusing to accept a mission.
- ☞ Failing to reach minimum quota.
- ☞ Exceeding maximum quota.

#### Mutation

- ☞ Banned mutation registration.
- ☞ Suspicion or proof of mutation possession.

#### Secret society membership

- ☞ Knowledge of treasonous propaganda.
- ☞ Confessing to, suspicion of, or proof of Secret Society membership.
- ☞ Knowledge of Communist doctrine.
- ☞ Being a Communist.

#### Terminations

- ☞ Terminating a citizen without sufficient evidence.
- ☞ Terminating a citizen without a Termination Voucher.

### Meritorious conduct

- ☞ Being extremely happy.
- ☞ Completing a mission.
- ☞ Completing it successfully.
- ☞ Completing a service service and filing a report.
- ☞ Doing a favour spontaneously for a higher Clearance citizen.
- ☞ Risking your life to serve or rescue a higher Clearance citizen, to save Alpha Complex or to serve The Computer.
- ☞ Terminating a traitor with sufficient evidence.
- ☞ Turning a traitor over to Internal Security.
- ☞ Unctuous flattery.





## 7. Special Officer Duties

Each member of a Sector Security Team has one or more Special Officer Duties. By clearly demarcating duties, the team becomes a well oiled machine; each member can, of course, rely on his fellow troopers to do their duty, leaving him to focus on his own.

The Special Officer Duties are:

- 👁️ **Lead Trooper**
- 👁️ **Community Liaison Officer**
- 👁️ **Interrogation & Thought Control Officer**
- 👁️ **Surveillance & Forensics Officer**
- 👁️ **Security Officer**
- 👁️ **Designated Driver**

The Lead Trooper is the most important Special Officer Duty. To encourage team spirit and co-operation, the Lead Trooper is elected by the troopers at the start of each mission or duty cycle. The Lead Trooper then assigns the other Special Officer Duties to the rest of the team. If a team has less than six members, then multiple duties are assigned to a single trooper. If a team has more than six members, then the Lead Trooper may designate the remaining troopers as Designated Drivers.

Each Special Officer Duty has an associated special responsibility and controls the use of a special piece of equipment.

### Firepower Control Switch

A Firepower Control Override is fitted to every Trooper weapon. The Lead Trooper

is assigned the master control, the Firepower Control Switch. The Firepower Control Switch allows the Lead Trooper to remotely activate or deactivate any weapons carried by the team.

### Skull Slot Upgrades

As part of his standard equipment, each IntSec Trooper is equipped with a Cranial Cybernetic Pod, nicknamed a Skull Slot. This 'skull slot' can be fitted with one of several cybernetic devices that connect directly into the Trooper's central nervous system.

If a Trooper is fitted with a skull slot upgrade for a mission, he does not necessarily know *which* upgrade, if any, he has been given. The allocation of different upgrades is known only to the appropriate officer.

When a replacement clone is deployed, he may be given a different skull slot upgrade. The appropriate officer will be informed in the fullness of time.

- 👁️ **Cortex Bombs:** These handy little bombs are controlled by the Security Officer. When activated, the cortex bomb explodes, terminating the trooper. The Security Officer is directed to use cortex bombs to eliminate traitors who have infiltrated the team, and not as a source of threats, blackmail or pranks.

- 👁️ **Surveillance Chip:** The surveillance chip hooks directly into the eyes and ears of the trooper, and transmits this data to the Surveillance & Forensics Officer. The S&FO may view this data at any time via his helmet, allowing him to remotely observe the actions of other team members.

- 👁️ **Directives Chip:** This skull chip contains a secret extra briefing from the Commissioner or another high Clearance citizen. When the directives chip is activated by the Community Liaison Officer, it plays this briefing directly into the trooper's brain. For the duration of the briefing, the trooper is effectively incapacitated. Directives chips are used when a team may need access to highly secure information.

- 👁️ **MemoMax Recording:** Controlled by the Interrogation & Thought Control officer, this skull chip contains a recorded personality. When activated, it temporarily overwrites the trooper's personality with this recording. MemoMax recordings are issued when the team needs a highly skilled specialist who is currently unavailable, or when a trooper is being sent undercover. The Interrogation & Thought Control officer may override the chip remotely.

Special Officer Duty	Responsibility	Controls
Lead Trooper	Overall mission success	Firepower Control
Community Liaison Officer	Compliance Index	Directives Chip
Interrogation & Thought Control Officer	Happiness Index	MemoMax Recording
Surveillance & Forensics Officer	Loyalty Index	Surveillance Chip
Security Officer	Security Index	Cortex Bomb
Designated Driver	None	None

# 7. SPECIAL OFFICER DUTIES



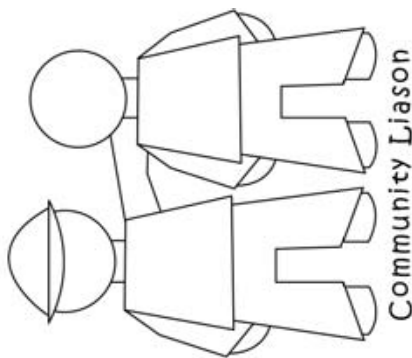
## Interrogation & Thought Control

Congratulations, trooper! Your team leader has selected you as **Interrogation & Thought Control Officer**. Who knows what treason lurks in the hearts of citizen? You do! You are authorised to use any and all means to extract confessions from suspects. Please note that excessive use of harsh interrogation will reduce the Happiness Index.

The **Happiness Index** is your responsibility. The Happiness Index measures the overall happiness of the citizenry. If the Happiness Index rises, you will be rewarded. If it falls, you will be punished. If it falls below minimum acceptable levels, you will be terminated. Added fun activities and not being tortured raise the Happiness Index.

You must also ensure the purity of the minds of your team. Protect them from bad thought and Communist propaganda by advising the use of **Helmet Perception Filters** in mentally hazardous situations!

If any member of your SST is equipped with a **MemoMax Recording Chip**, you will be informed of this. MemoMax recording chips contain the personality of another clone, which will be temporarily given control of the body of another trooper. You control when this chip is activated and deactivated. Only deploy the recorded personality when its unique skills are required.



## Community Liaison Officer

Congratulations, trooper! Your team leader has selected you as **Community Liaison Officer**. Total surveillance relies on every citizen spying on his neighbours, and you are a vital part of this effort! You must reach out to the community and to the common citizen, and encourage them to support and obey Internal Security.

The **Compliance Index** is your responsibility. The Compliance Index measures the readiness of the citizenry to co-operate with Internal Security. If the Compliance Index rises, you will be rewarded. If it falls, you will be punished. If it falls below minimum acceptable levels, you will be terminated. Encouraging citizens to report on one another, and demonstrations of IntSec's authority will raise the Compliance Index.

If any member of your SST is equipped with a **Directives Chip**, you will be informed of this. Directives chips are issued to control the dissemination of extremely sensitive information. Activation of the chip is at your discretion.



## Lead Trooper

Congratulations, trooper! Your peers have recognised your talents and elected you as their **Lead Trooper**. You command the Sector Security Team, and are ultimately responsible for the success or failure of this mission (note that failure is not an option). You must now assign the other Special Officer Duties to the team.

As Lead Trooper, your responsibility is to co-ordinate the efforts of your team, using their diverse talents and skills, to protect and serve the citizens of Alpha Complex. You must enforce IntSec directives and maximise happiness while eliminating treachery and corruption! You are also responsible for writing the team's final report to the Commissioner.

IntSec has provided you with the necessary tools and equipment for this task. First among these is your Firepower Control Switch, which allows you to activate or deactivate the weapons carried by your troopers. Your team is equipped with enough firepower to deal with any Commie Mutant Traitor threat, but these weapons must be used wisely – minimising civilian casualties maximises happiness!

Always remember that you are the Lead Trooper – go forth and lead!



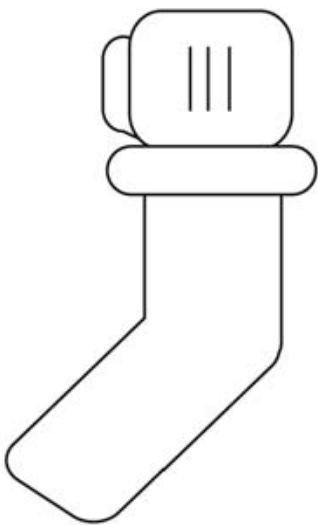
## Designated Driver

### Designated Driver

Congratulations, trooper! Your team leader has selected you as **Designated Driver**. Your duty is to operate any vehicles assigned to your Sector Security Team, and to provide backup for the other officers on your team. Furthermore, you are officially the most disposable member of the team, and hence it is your duty to selflessly sacrifice your life to protect a more senior officer.

Citizen! You may feel that this assignment is below you. You may feel that you are capable of contributing more to the Sector Security Team. You may envy the superior equipment and responsibilities given to the other officers. You may feel that you have no authority over the rest of the team.

Such thoughts are signs of unhappiness and dissent! Banish them from your mind! Your team leader assigned you the role of Designated Driver for a reason. You should endeavour to fulfil this simple duty to the best of your ability! Chin up, trooper!



## SAFETY THROUGH STRENGTH

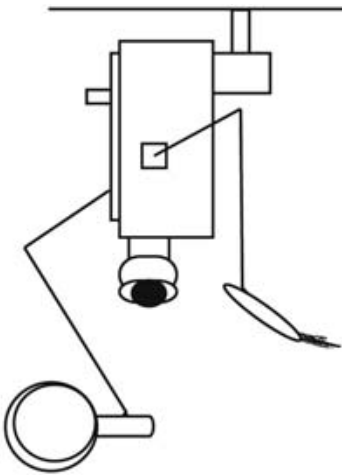
### Security Officer

Congratulations, trooper! Your team leader has selected you as **Security Officer**. You must ensure that your Sector Security Team is free of Commie Mutant Traitor influence. Who watches the watchmen? You do!

As Security Officer, you must watch the rest of your team as well as the rest of Alpha Complex for signs of disloyalty or corruption. Treason cannot be tolerated within the Sector Security Team. You are also responsible for protecting the rest of the team in times of danger and co-ordinating combat tactics with the Lead Trooper. For added protection, you have been issued with a suit of heavy power armour.

The **Security Index** is your responsibility. The Security Index is IntSec's assessment of the security of the sector. If the Security Index rises, you will be rewarded. If it falls, you will be punished. If it falls below minimum acceptable levels, you will be terminated. Terminations, mass arrests and uncovering traitors raise the Security Index.

If any member of your SST is equipped with a **Cortex Bomb**, you will be informed of this. Activate this cortex bomb only if you have a Termination Voucher for the trooper in question, or if immediate action is needed to safeguard the mission.



## SURVEILLANCE AND FORENSICS

### Surveillance & Forensics Officer

Congratulations, trooper! Your team leader has selected you as **Surveillance & Forensics Officer**. You are the lynchpin of the team's investigative operations.

As Surveillance Officer, you have access to IntSec's Total Surveillance records. Use these assets to identify traitors and criminals. The eyes of IntSec are everywhere! Let no crime escape their watchful gaze!

As Forensics Officer, you must assemble the necessary evidence to arrest and/or terminate suspected criminals. To this end, you have been issued with a Forensic Scrubbot; this bot is your partner and your bestest buddy. Trust the bot!

The **Loyalty Index** is your responsibility. The Loyalty Index measures the overall loyalty of the citizenry. If the Loyalty Index rises, you will be rewarded. If it falls, you will be punished. If it falls below minimum acceptable levels, you will be terminated. Spontaneous loyalty demonstrations and other groupthink activities raise the Loyalty Index.

If any member of your SST is equipped with a **Surveillance Chip**, you will be informed of this. You may access Surveillance Chip data at any time through your helmet.



## 8. CODE ALERT

### 8. Code Alert

IntSec Troopers must remain on constant watch. Danger can strike at any moment. When patrolling in a SecuriCar, walking the sector beat, or just sitting around the base watching Teela-O reruns, a trooper is always, always about to explode into a flurry of ultraviolence. (Citizens are advised not to attempt to sneak up on IntSec troopers, and to refrain from making loud noises, threatening gestures or sudden movements in their vicinity).

#### Code Alerts

In an emergency, troopers are alerted by radio message. This message may, if the dispatcher remembers, contain a Code informing the troopers of the situation. The Code system tells the troopers everything they need to know about the situation in a single phrase, leaving no room for any miscommunication or confusion.

Note: the list of Codes that follows is designated a HIGHLY SECURE DOCUMENT. Troopers MAY NOT carry physical or electronic copies of the Code list into the field. Troopers are encouraged to memorise the Codes.

**Code 0** Commie subversion activity in progress. Respond immediately and capture all responsible.

**Code 1** The Computer requests assistance. Immediate response is required. Failure is treason.

**Code 2** Citizen sighted in location above their Security Clearance. Escort them out.

**Code 3** Security breach in progress. Secure area and interrogate all citizens present.

**Code pi** CompNode has divided by zero; Troopers must escort reboot technicians to node.

**Code 4** Traffic violation in progress.

**Code 5** Firefight in progress.

**Code 007** License to kill. No termination voucher necessary.

**Code 7** Routine mission. Perfectly safe. Perfectly routine. Perfectly.

**Code 8** Treasonous activity in progress. Stop at all costs.

**Code 9** INFRARED requests assistance. Response optional.

**Code 10** Riot in progress. Restore order.

**Code 11** Spontaneous loyalty demonstration in progress. Provide crowd control.

**Code 13** Information not available at your Security Clearance.

**Code 14** RED citizen requests assistance. Respond if available.

**Code 15** Traffic accident.

**Code 17** Reactor meltdown. Requisition radiation gear and evacuate sector.

**Code 22** ORANGE citizen requests assistance. Respond as time permits.

**Code 23** This code is reserved for use by the Illuminati.

**Code 24** Previous Code Alert was incorrect; please ignore.

**Code 25** Major disaster in Power Services. Respond immediately.

**Code 28** YELLOW citizen requests assistance. Respond with reasonable promptness.

**Code 32** Junior Citizen missing. Find and return to crèche.

**Code 30** GREEN citizen requests assistance. Respond promptly.

**Code 33** Citizen with possibly lethal equipment. Retrieve equipment at all costs. Citizen is expendable.

**Code 34** BLUE citizen requests assistance. Respond quickly.

**Code 35** Trooper in trouble. Respond and assist.

**Code 36** Trooper down! Trooper down! Docbots and fire support required urgently.

**Code 37** Unregistered mutant identified. Subject must agree to register or be terminated.

**Code 38** Renegade mutant using unauthorised mutant power.

**Code 41** INDIGO citizen requests assistance. Drop everything and respond immediately.

**Code 42** Citizen refusing to answer important question.

**Code 45** Test Code.

**Code 47** Essential services malfunction (usually life support systems). Investigate and report.

**Code 50** Disturbance in subsector \_\_\_\_\_. Investigate and report.

**Code 52** Troubleshooters request assistance. Respond as you see fit and with extreme caution.

**Code 53** VIOLET citizen requests assistance. Get there. Now.

**Code 54** Free HotFun back at Central.

**Code 55** Trooper has been captured by

traitors; this message is being dictated under duress. Ignore all except this code.

**Code 56** Stray petbot causing disturbance. Catch and return to rightful owner.

**Code 59** This code reserved for future use.

**Code 61** Berserk bot. Approach with caution.

**Code 62** Your lead trooper is a traitor; you are authorised to terminate immediately.

**Code 63** Suspect package or device found; prepare for bomb disposal.

**Code 64** Undercover IntSec agent present; do not breach cover.

**Code 69** This code left intentionally blank.

**Code 70** Reactor meltdown. Seal off sector to ensure radiation containment.

**Code 71** Biohazard warning.

**Code 72** Viral thought pattern warning.

**Code 75** Lower Clearance citizen annoying higher Clearance citizen. Coroner has been notified.

**Code 81** Disaster above your Security Clearance. Activate Perception Filters before responding.

**Code 86** Trooper presence required to ensure high Compliance Index.

**Code 99** ULTRAVIOLET citizen requires assistance. Need we say more?

**Code 100** All units return to Central immediately.

#### Mission Statement

Mission Statements are the Trooper equivalent of briefings. Instead of wasting time getting a mission alert, finding the briefing room, waking up the briefing officer, listening to the briefing, soberly discussing the mission and then actually going on the mission, Troopers prefer to charge into the field as soon as they get the Alert Code, and then get further details via a Mission Statement transmission later.

Mission Statements can also be given at the start of a duty cycle, or in a traditional briefing.

So, what's in a mission statement? We refer you to the sample mission statement form, which you have permission to photocopy for personal use only.



## Mission Statement

Code [ ]/Code [ ] Location [ ]  
Dispatch Officer: \_\_\_\_\_

Details: \_\_\_\_\_  
\_\_\_\_\_  
\_\_\_\_\_  
\_\_\_\_\_  
\_\_\_\_\_

### TEAMWORK ENHANCERS

	YES	NO	CLASSIFIED
Cortex Bomb(s)	[ ]	[ ]	[ ]
Surveillance Chip(s)	[ ]	[ ]	[ ]
MemoMax Recording(s)	[ ]	[ ]	[ ]
Directive Chips(s)	[ ]	[ ]	[ ]

### SECTOR INDICES

HAPPINESS	[ ]	Minimum	[ ]	Current
LOYALTY	[ ]	Minimum	[ ]	Current
COMPLIANCE	[ ]	Minimum	[ ]	Current
SECURITY	[ ]	Minimum	[ ]	Current

### PERFORMANCE QUOTAS

ARRESTS	[ ]	Minimum	[ ]	Maximum	[ ]	Team	[ ]	Individual
TERMINATION	[ ]	Minimum	[ ]	Maximum	[ ]	Team	[ ]	Individual
CLONE BUDGET	[ ]					Team	[ ]	Individual
TIME LIMIT	[ ]	days	[ ]	hours	[ ]	minutes		

## Mission

**Code/Code:** Either the code name assigned to this operation, or an alert code.

**Location:** Where the team should go.

**Dispatch Officer:** The team's contact back at Central. Direct all questions to the Dispatch Officer or to The Computer.

**Details:** Information about the mission. This section may be left blank, in which case the team should contact the Dispatch Officer for further information.

## Teamwork Enhancers

Your Lead Trooper is equipped with a Firepower Control Switch, allowing him to co-ordinate the firepower deployed by your team for your comfort and convenience. For some missions, however, IntSec may choose to use more Teamwork Enhancers! These cybernetic upgrades are fitted to your 'skull slot' and fit neatly under your helmet.

Note: you will not be informed which, if any, of these upgrades you receive. That information will be given only to the appropriate Officer on your team.

**Cortex Bomb:** For the prompt elimination of infiltrators.

**Surveillance Chip:** For added surveillance of troopers.

**MemoMax Recordings:** For undercover operations and added specialist skills.

**Directives Chip:** For secret briefings and added information.

Use of these upgrades is at the discretion of the appropriate officer.

## Sector Indices

As described on page 32, these track the state of the sector. There are four Indices.

**Happiness Index:** How happy the citizens are.

**Loyalty Index:** How loyal the citizens are.

**Compliance Index:** How co-operative the citizens are.

**Security Index:** How efficient IntSec is at identifying and terminating traitors among the citizens.

Your actions over the mission will raise or lower the various indices.

### Index.... Improved By...

<b>Happiness</b>	<input type="checkbox"/> Fun Activities <input type="checkbox"/> Fun Drugs <input type="checkbox"/> Less oppression <input type="checkbox"/> Fewer terminations
<b>Loyalty</b>	<input type="checkbox"/> Loyalty demonstrations <input type="checkbox"/> Groupthink activities <input type="checkbox"/> Fewer arrests <input type="checkbox"/> More productivity
<b>Compliance</b>	<input type="checkbox"/> Interrogations <input type="checkbox"/> Violence <input type="checkbox"/> More oppression <input type="checkbox"/> Mind control drugs
<b>Security</b>	<input type="checkbox"/> More arrests <input type="checkbox"/> More terminations <input type="checkbox"/> More surveillance

## Performance Quotas

Quotas may be allocated on an individual or team basis. If you fail to meet a team quota, the entire team will be disciplined. If you fail to meet an individual quota, you will be disciplined.

Please do not confuse the Clone Budget with a quota.

## 8. CODE ALERT

**Arrests:** You **MUST** arrest a number of traitors and dissenters equal to or greater than the minimum value. You **MAY NOT** arrest more citizens than the maximum value. Don't worry – you'll always be able to find some reason to arrest some poor clone.

**Terminations:** Similarly, you **MUST** terminate a number of Commie Mutant Traitors equal to or greater than the minimum value. You **MAY NOT** terminate more citizens than the maximum value.

Unlike arrests, terminations must be justified. If you do not have a Termination Voucher for a terminated citizen, you will be punished. Please do not random terminate passers-by to meet your Termination Quota Minimum.

Yes, legally terminated team-mates count towards your termination quota.

**Clone Budget:** IntSec acknowledges that Troopers will face significant danger and may in fact be terminated in the line of duty. In the event of termination, you will be replaced by a clone.

As described on page 22, all citizens in Alpha Complex are allocated six replacement clones. Troopers are given extra clones to compensate for the dangers of their position. This clone budget is shared among the whole team. You share a number of 'free' clones from the clone budget. Please do not die more than your clone budget allows.

For example, let's say a team consisting of heroic IntSec troopers Alice-B-1, Bob-B-1 and Carl-B-1 are pursuing a Commie Mutant Traitor down a corridor. Let us also assume, for the purposes of this example, that all three Troopers are on fire. They have a clone budget of 2.

Alice-B-1 is the first to burn to death. Normally, she should be replaced by Alice-B-2. However, as she's a Trooper, the replacement clone is taken from the clone budget instead. She is replaced by a new Alice-B, but does not have to increment her clone number. The clone budget drops to 1.

Next, Bob-B-1 falls over dead. His replacement clone is also taken from the clone budget.

Finally, Carl-B dies. Unfortunately, the clone budget is exhausted, so Carl-B's clone comes out of his regular six-pack. Carl-B-1 is replaced by Carl-B-2. If only he'd burned to death sooner!

The clone budget should be used *only* to pay for replacement clones for those Troopers who *died heroically in the line of duty!* Troopers who are terminated for treason, or who squander their Computer-given lives through foolish risks, excessive consumption of pharmaceuticals, inappropriate use of a cone rifle or other acts that are clearly unrelated to their duties as Troopers, are not given replacement clones from the clone budget. The Lead Trooper decides which deaths qualify for the clone budget replacement. (In the event of the Lead Trooper's death, the surviving team members vote on replacement clone allocation).

**Time Limit:** How long you have to complete the mission. This value has been precisely calculated by CPU Temporal Engineers and includes all necessary rest, lunch and bathroom breaks.

## 9. Creating Your Own Trooper

Your Trooper's character sheet records the following resources:

- ☞ Name and gender
- ☞ Number of clones remaining
- ☞ Your Traitorous Deed(s)
- ☞ Skills, as well as optional specialties within those skills:
- ☞ Three Action skills (Management, Stealth, Violence)
- ☞ Three Knowledge skills (Hardware, Software, Wetware)
- ☞ Three Secret skills (classified as Uncommon, Unlikely and Unhealthy)
- ☞ A vital specialty in Projectile Weapons, under the Violence skill
- ☞ Up to six optional common Specialties and six narrow specialties in the Action and Knowledge skills
- ☞ A Service Group and service assignment, which gives you another common specialty
- ☞ A mutant power
- ☞ Membership in one Secret Society
- ☞ Perversity points
- ☞ (Optionally), a behavioral Tic
- ☞ (Optionally), a secret Goal
- ☞ BLUE Security Clearance (the measure of how much The Computer trusts you)

- ☞ Two attributes: Power and Access
- ☞ Equipment – personal equipment you own yourself, and equipment assigned by The Computer or its Service groups
- ☞ 50,000 credits in savings (about a month of ordinary expenses)

### Name and gender

The name of an Alpha Complex citizen contains the following elements:

- ☞ **Actual Name.** Something like Kevin, or Jenny or Archibald or Kurt Or Chair or Desktop or SmallPieceOfChewingGum if the technician in the decanting vats was feeling uninspired. Or defwffqwefewd if he fell asleep on his keyboard.
- ☞ **Security Clearance:** If you're above INFRARED, then the first letter of your security clearance is included in your name. So, RED Clearance is Kevin-R, while Archibald the INDIGO is Archibald-I.
- ☞ **Your Home Sector:** A three-letter code, denoting that good ol' sector where you were decanted. Anything from AAA to ZZZ.

- ☞ **The number of your current clone.**

Gender is not an issue, normally. All low Clearance citizens take hormone suppressants, eliminating any desires or curiosity about biological matters; reproduction is done by cloning. Even BLUE Clearance troopers are dosed with hormone suppressants, although they get lower doses.

### Skills

You have six broad areas of competence called *skills*, each rated 1 (low) to 20 (high). The skills are grouped in two categories of three skills each: *Action* skills and *Knowledge* skills.

Determine your character's ratings using one of these methods, according to your GM's instructions. Should the GM assign you one way to determine ratings, and assign different ways to other players, you will of course congratulate his perceptive tailoring of the rules to your individual needs. Write each rating on your character sheet.





"Only the best are promoted to the ranks of the IntSec Troopers."



## 9. CREATING YOUR TROOPER

**Random:** For each skill, roll 1 d20 and divide the number rolled in half to get the rating (round fractions up). If your result is below 4, record 4 instead.

**Custom:** Each skill rating starts at 0 (zero), and you get 40 Skill Points you may allocate among the skills. You must allocate at least 4 points to each skill, but you cannot put more than 10 in any skill. For each point you allocate, the skill's rating increases by 1.

(Your Trooper also has three *Secret* skills, but these aren't determined the same way. See 'Secret skills' later in this chapter).

Descriptions of the six Action and Knowledge skills follow. Each skill description includes a list of areas of concentration called *Specialties*. To forestall bewilderment at these descriptions, you are first required to understand the nature of Specialties.

### Skill Specialties and Weaknesses

A **Specialty** is something your character is particularly good at – a specific emphasis within a skill.

Specialties can be *vital*, *common* or *narrow*. All Troopers have one mandatory **vital** specialty: Projectile Weapons. **Add 4 to your Violence skill rating to get your Projectile Weapons Specialty rating.** Write the Projectile Weapons Specialty and its rating under your Violence skill.

A **common** Specialty is useful in situations that crop up frequently on Trooper duty

missions. Common Specialties are listed after their governing skill. **Add 4 to the governing skill's rating to get the common Specialty's rating.** For instance, if you have a Management skill rating of 5 and you take Bootlicking (a Management Specialty), your Bootlicking rating is (5 + 4 =) 9.

Common Specialties are detailed here. You may also invent your own common Specialty with the **GM's** approval.

You are authorised to select up to **six common Specialties** at your discretion. To take a Specialty in any skill and write it under the skill's name. You can assign up to **three** of your six allotted common Specialties to a single skill. You are never required to take a common Specialty, but refusing The Computer's generosity can be construed as insubordination.

When you take a common Specialty, you must also assign another common Specialty in the same skill as your character's compensating **weakness**. A weakness is a particular blind spot, your area of incompetence. Write the weakness or weaknesses under the specialty. **Each weakness rating is 1.**

If, during play, it turns out your weakness does not limit you as often as the Specialty benefits you, the fair-minded **GM** may assign you additional weaknesses to right the balance.

Your vital Projectile Weapons specialty doesn't inflict a compensating weakness.

A **narrow** Specialty affects a single specific target character or small group (but not your fellow Troopers or The Computer), a certain piece of equipment (not a type of equipment, but one particular item), or a highly specific situation. Examples appear after each skill. You are encouraged to make up your own narrow Specialties. **Add 6 to the governing skill's rating to get the narrow specialty's rating.** A narrow Specialty doesn't give you a corresponding weakness.

Your beginning character has 'slots' for **six narrow Specialties, one in each skill**. Don't select them now; keep these slots open (undefined). During play, when a situation arises that seems to call for a narrow Specialty, you may ask the **GM's** permission to use one of your open slots for that specialty. If the **GM** lets you put the suggested specialty in that slot, you have used up the open slot and keep that specialty thereafter. After you become familiar with **INTSEC**, you can define any or all your narrow Specialties when you create a Trooper.

### Action Skills

The **Action** group includes Management, Stealth, and Violence skills. Use these to affect or perceive the world and to interact with other people, bots and The Computer.

Action skills may overlap (cover the same area of competence) in certain circumstances, but aren't intended to overlap routinely.

**Management:** Nonviolent, nontechnical interaction with other characters who are aware of your presence. Management actions include bootlicking, bribery, confidence games, fast talk, intimidation, interrogation, oratory and all other verbal actions. Management also includes checking and correcting another character's hygiene, appearance or demonstrations of loyalty.

Management is also your generic ability to behave properly or make others behave improperly.

Management doesn't typically cover anything requiring specialised or technical knowledge, such as medical or psychological diagnoses, or equipment calibration or repair; these actions require Knowledge skills.

## Character example: 1

Welcome to the character generation express! Our subject today is... let's call him Martin. He's BLUE Clearance, so that's Martin-B, and he needs to come from a sector... how about RGS. Martin-B-RGS.

Next, we'll roll up his skills (we're using the 'roll a d20, divide by 2, minimum skill 4' variant. We chuck a die for his Management skill... ooh, an 18. Divided by 2, that's Management 09. Stealth is next... roll of 13, divided by 2, round up... er. 7? Does 7 sound right? Finally, there's Violence, sweet sweet Violence. Roll of 5. Eh. We'll end up with the minimum Violence of 04.

The three Knowledge skills are rolled the same way. Our final skills are:

Management 09	Hardware 10
Stealth 07	Software 04
Violence 04	Wetware 04



**Accusation:** Making self-righteous accusations and condemnations.

**Bootlicking:** How to ingratiate yourself with superiors.

**Chutzpah:** Getting others to accept doubtful statements through confident assertion, bluffing and unmitigated gall.

**Con Games:** Hoodwinking a citizen or bot through fast talk, spurious logic and persuasion. This isn't physical sleight of hand (see Sleight of Hand under Stealth).

**Hygiene:** Maintaining cleanliness in yourself, your surroundings, your teammates and innocent passersby.

**Interrogation:** Extracting useful information from Commie mutant scum.

**Intimidation:** This doesn't exactly ingratiate you with your inferiors, but it gets their cooperation.

**Moxie:** Streetwise smarts; canny assessment of a person, situation or statement.

**Oratory:** How to get a bunch of people to do what you want.

**Paperwork:** Filling out forms quickly and accurately.

*Example narrow Management Specialties:* Always Having A Parking Ticket Form Handy, Bullying The Cafeteria Staff, Knowing What A Code 54-1 Means

**Stealth:** General sneakiness; any nonverbal attempt to detect or to physically evade detection, conceal physical objects or materials or locate them, misdirect another character's attention, or avoid being misdirected. Stealth includes security and surveillance.

Stealth skill describes more than skulking silently down corridors; it also measures sensitivity to things you're not supposed to perceive. Thus Stealth is your generic alertness and perception skill.

Stealth doesn't typically cover subliminal messages or sabotage of equipment; these require a Knowledge skill.

**Concealment:** Hiding stuff on your person or in your surroundings; also, spotting stuff others have hidden.

**Disguise:** Wearing a higher Clearance jumpsuit or false moustache without looking idiotic.

**Focused Paranoia:** A state of heightened awareness, alerting you to dangers and keeping you in a constant state of terror.

**Security Systems:** Jiggering locks and alarms.

**Shadowing:** Following someone without being noticed.

**Sleight of Hand:** Palming and pocketing small things without being noticed.

**Sneaking:** Moving around without being followed or noticed.

**Surveillance:** How to bug things. How to debug things.

*Example narrow Stealth Specialties:* Installing Bugs When Cleaning Your Partner's Helmet, Hiding In Pot Plants, Spotting When Security Camera X254 Is On The Fritz

**Violence:** Physical, nonverbal attempts to hurt or kill characters, or destroy or break objects. Violence includes all weapon skills plus demolition. The vital specialty Projectile Weapons falls under the Violence skill.

Violence is your generic physical activity skill, including running, jumping, and such fiddly activities as lockpicking, juggling and cutting the red wire just three seconds before detonation.

Violence doesn't typically cover sabotage of equipment; such subtle actions require Knowledge skills.

**Agility:** Rapid or balanced movement, gymnastics, jumping.

**Demolition:** Setting and using explosive charges of all kinds, from TNT to nuclear mines. Treasonous below GREEN.

**Energy Weapons:** Lasers, blasters, and sonic weapons.

**Field Weapons:** Flamethrowers, gauss guns, tangles and the ever-popular plasma generator.

**Fine Manipulation:** Lockpicking, watchmaking, cutting the red wire one second before detonation.

**Hand Weapons:** Hitting someone with a force sword, neurowhip or truncheon, or with primitive weapons.

**Macho:** Endurance, resisting damage and torture.

**Projectile Weapons:** Hitting someone with a slugthrower, cone rifle or other aimed weapon that uses ammunition. This is a Vital Speciality for IntSec Troopers.

**Thrown Weapons:** Hitting someone with a grenade, brick or rock.

**Trigger Finger:** Firing your gun first in combat.

**Unarmed Combat:** Hitting someone when you don't have a hand, energy, projectile, thrown or vehicular weapon.

**Vehicular Combat:** Hitting someone with a weapon mounted on a vehicle

*Example narrow Violence Specialties:* Handbrake Turns While Driving A SecuriCar, Bouncing Cone Rifle Shots Off Vending Machines, Breaking Gordon-XTC's Nose

## Knowledge Skills

The **Knowledge** group includes Hardware, Software and Wetware skills. Use these to determine if your Troubleshooter knows a given scientific fact or technical procedure; how to operate, maintain, calibrate, and repair stuff; or how to sabotage your companions' equipment.

**Hardware:** Mechanical or electronic devices and inorganic materials, including laser and projectile weapons, armour, battle suits, bots, autocars and other vehicles, monitors, electrical equipment, power generation, many kinds of engineering (chemical, electronic, habitat, mechanical, nuclear), clone tanks, actual tanks and so on.

**Bot Ops and Maintenance:** How to operate and fix docbots, guardbots/warbots, jackobots, scrubots and vehicle autopilots.

**Chemical Engineering:** Lots of uses for this, but somehow PCs always want to use it to make explosives.

**Electronic Engineering:** How to string together circuits and microprocessors.

**Habitat Engineering:** Knowledge of the air, communication, transport, power, water and waste systems. Mighty handy when you need to find a ventilation shaft to escape incoming fire.

**JetBoot Flight:** Successfully operating your standard-issue jetboots.

**Mechanical Engineering:** How to make really neat Rube Goldberg-type contraptions.

**Nuclear Engineering:** How to operate a reactor without flooding half the sector with radioactive waste.

**Operate Heavy Machinery:** How to do industrial stuff.

**Operate Power Armour:** How to put on and use power armour without losing more limbs than normal.

**Vehicle Ops and Maintenance:** How to use and repair all vehicles, including SecuriCars.

**Weapon and Armour Maintenance:** Sabotaging others' weapons and armour, and keeping yours from being sabotaged.

*Example narrow Hardware Specialties:* Hop-Skip-And-Jetboot, Getting Dings Out Of The SecuriCar's Doors, Disabling Firepower Control On My Cone Rifle

## 9. CREATING YOUR TROOPER

**Software:** Anything data- or software-related, including bot and device programming, operating systems, communication protocols, data search and analysis, safe software, software viruses and worms, confession-booth lie-detector programs and (at the highest skill levels and Security Clearances) even the inner workings of The Computer itself. Some of these are treasonous at your Clearance.

**Bot Programming:** Revising bot instructions.

**Cryptography:** Encoding or decoding messages

**Data Analysis:** How to understand Computer-generated stuff.

**Data Search:** Finding something useful using The Computer.

**Financial Systems:** How to transfer credits safely for legitimate or criminal purposes.

**Hacking:** Breaking into The Computer's systems. Really, what could go wrong? Treasonous at Clearances below GREEN.

**Operating Systems:** Altering computer systems (not The Computer's systems) such as MemoMax protocols or environmental controls. Treasonous at Clearances below BLUE.

**Vehicle Programming:** Revising vehicle instructions.

**Video Editing:** Altering surveillance footage records.

*Example narrow Software Specialties:* Hitting My Helmet Just So As To Disable The Built-In Recorder, Editing Screams Out Of An Interrogation Recording, Reprogramming The Station's Scrubbot To Squirt Cleaning Products At A Teammate

**Wetware:** Biological and organic topics and devices, including health, bioweapons, disease, drugs, first aid, biochemical therapy, cooking, poisons, bacteria and organic viruses, cloning procedures, bioscience engineering, survival Outdoors and identification and understanding of specimens from Outdoors.

**Biosciences:** Knowing what's likely to mutate you and how.

**Bioweapons:** Engineering your own Black Death or weaponised anthrax. Treasonous at Clearances below BLUE.

**Cloning:** Repairing and operating the tanks that grow new and backup citizens. Operating MemoMax backup devices so the new clone remembers his name and boot size.

**Cyborging:** Installing and removing cybernetic parts from a subject, with or

without surgical complications.

**Forensics:** Collecting evidence such as DNA, fingerprints or other precious bodily fluids.

**Medical:** How to heal the injured and cure the sick, or ensure they don't heal or get cured.

**Outdoor Life:** Telling a tree from a weed, or a bird from an elephant, when most citizens have never heard of these.

**Pharmatherapy:** Ensuring wakefulness, sleepiness, happiness or any mental state through the application of little pills.

**Psychotherapy:** Recognising insanity; helping others recover from it or descend further into it.

**Suggestion:** Biochemical and psychological techniques of subliminal persuasion.

*Example narrow Wetware specialties:* Plant Gordon-R's DNA At The Crime Scene, Disable My Skull Slot, Turn Hot Fun Into High Explosive

### Service group

Every IntSec Trooper is a member of a Service group, although that Service Group is not necessarily IntSec. To determine your

Service Group, roll 1d20 and consult the Service Group table.

1-12	Internal Security
13-20	Other Service Group

Next, roll 1d20 on the appropriate table, to determine your assignment within that Service Group. As part of that assignment, you were trained in **one** common skill Specialty. Three such common skill specialties are listed after each assignment. After thanking The Computer for its customary generosity, you may select **one** of these three. **Choosing a Service Group common specialty is mandatory. If you are an undercover agent, choose a Specialty from your cover assignment.**

Your chosen specialty must enhance your character in exactly one of these two permitted ways:

**New and improved:** From your Service Group's authorized list you choose a new 'free' skill Specialty different from, and in addition to, the six you (optionally) chose earlier. The new Specialty works like other common Specialties, with a rating 4 higher than the governing skill.

## Character example: 2

We'll start off by taking our Vital Specialty in Projectile Weapons. Martin-B has a Violence of 04, so adding the +4 for a Common Specialty gives him Projectile Weapons 08. It'll do.

Our Management's pretty good, so we should take a nice Management Specialty. How about Con Games? With a Management of 09, that gives us a Con Games score of 09+4=13. Since we've taken a Common Specialty, we've got to take a corresponding Weakness. Let's skip on Oratory. Our Oratory score is 01.

Hardware's nice too. Vehicle Ops is a really good Specialty to have, so we'll grab that and Weapons Maintenance. They'll both be at 14 (Hardware 10, +4). We can take up to three Specialties in any one skill, but we've got to take an equal number of weaknesses in that skill, which means we need two Hardware Weaknesses. Operate Heavy Machinery and Jetboot Flight both get dropped to 01.

We'll also take a Narrow Specialty in Hotwiring SecuriCar 57, under Hardware. That's a Narrow Specialty, so it's got a score of 16 (Hardware 10, +6 for a Narrow Specialty).

Management 09  
Con Games 13  
Oratory 01

Stealth 07  
Violence 04

Hardware 10  
Vehicle Ops 14  
Projectile Weapon Maintenance 14  
Operate Heavy Machinery 01  
Jetboot Flight 01  
Hotwire SecuriCar 57  
Software 04  
Wetware 04



You don't suffer a compensating weakness for your new Service Group Specialty.

**Bumped:** You instead choose to enhance one of the six common Specialties you chose earlier. The enhanced Specialty must be on your Service Group's authorised list. Add 4 to the enhanced Specialty's rating (maximum 18). The enhancement has no effect on existing skill weaknesses.

For your convenience Service Group Specialties are labelled with their governing skill (**M**=Management, **St**=Stealth, **V**=Violence, **H**=Hardware, **So**=Software, **W**=Wetware).

In addition, your service assignment will aid you when using Access.

## Past History

Everyone in Alpha Complex starts out at INFRARED Clearance, but a lucky few manage to claw their way up the ladder. You've made it up through RED, ORANGE, YELLOW and GREEN Clearances to BLUE – what did it take to get there?

## Lost Clones

First, roll 1d20 on the Lost Clones table to determine how many clones you have lost over the course of your career.

## Lost Clones

Roll	Current Clone
1–6	1 (none lost)
7–13	2 (one down)
14–15	3 (two down)
15–17	4 (three down)
18–19	5 (four down)
20	6 (last life!)

## Traitorous Deeds

To survive in Alpha Complex is to work with traitorous Secret Societies, to lie and cheat, to cover up your own mistakes and to exploit those of others. You are no exception – you have done shameful, treacherous things. You have at least one Traitorous Deed in

Roll	Assignment	Specialties
1	Internal Affairs	Interrogation (M), Shadowing (St), Pharmatherapy (W)
2	Thought Survey	Moxie (M), Surveillance (St), Suggestion (W)
3	Re-Education	Oratory (M), Pharmatherapy (W), Psychotherapy (W)
4	Glee Quota Adjutant	Chutzpah (M), Oratory (M), Pharmatherapy (W)
5	Forensics Inspectors	Hygiene (M), Concealment (St), Forensics (W)
6	Surveillance Operatives	Moxie (M), Surveillance (St), Video Editing (So)
7	Traffic Patrol	Intimidation (M), Vehicular Combat (V), Vehicle Ops (H)
8	Complaints	Paperwork (M), Chutzpah (M), Unarmed Combat (V)
9	Goon Squad	Intimidation (M), Hand Weapons (V), Macho (V)
10	Association Determination	Accusation (M), Shadowing (St), Cloning (W)
11	Threat Assessors	Chemical Engineering (H), Nuclear Engineering (H), Bioweapons (W)
12	Enhanced Interrogation	Interrogation (M), Unarmed Combat (V), Pharmatherapy (W)
13	Counter-Dissension	Con Games (M), Disguise (St), Suggestion (W)
14	Confession Booth Operations	Security Systems (St), Operating Systems (So), Psychotherapy (W)
15	Informants Hotline	Oratory (M), Focussed Paranoia (St), Financial Systems (So)
16	Reality Control	Chutzpah (M), Disguise (St), Suggestion (W)
17	Computer Security	Data Search (So), Operating Systems (So), Electronic Engineering (H)
18	Compliance Directorate	Intimidation (M), Sneaking (St), Suggestion (W)
19-20	Internal Security – Undercover*	

\* Write 'Internal Security' on the back of your sheet. Now roll 1d20 on the Other Service Groups table to determine who you're spying on.

## 9. CREATING YOUR TROOPER

Roll	Group	Specialties
<b>Armed Forces</b>		
1	<b>Crowd Control</b>	Intimidation (M), Macho (V), Field Weapons (V)
2	<b>Special Weapons Division</b>	Energy Weapons (V), Vehicular Combat (V), Weapons & Armour Maintenance (H)
3	<b>Power Armour Corps</b>	Macho (V), Operate Power Armour (H), Intimidation (M)
4	<b>Civilian Liaison, Recruitment &amp; Rendition</b>	Oratory (M), Con Games (M), Shadowing (St)
5	<b>Explosives &amp; Demolitions</b>	Demolition (V), Fine Manipulation (V), Habitat Engineering (H)
<b>CPU</b>		
6	<b>Archival Data Retrieval</b>	Bootlicking (M), Paperwork (M), Data Search (So)
7	<b>Correctness Assessment &amp; Enforcement</b>	Interrogation (M), Surveillance (St), Psychotherapy (W)
	<b>Credit License Checkers</b>	Con Games (M), Financial Systems (So), Paperwork (M)
<b>HPD&amp;MC</b>		
9	<b>Public Hating Co-ordination</b>	Oratory (M), Accusation (M), Suggestion (W)
10	<b>Embedded Reporter</b>	Chutzpah (M), Bootlicking (M), Video Editing (So)
11	<b>History Purification</b>	Security Systems (St), Data Search (So), Operating Systems (So)
<b>R&amp;D</b>		
12	<b>Happiness Enhancement &amp; Management</b>	Biosciences (W), Pharmatherapy (W), Suggestion (W)
13	<b>Field Testing</b>	Field Weapons (V), Jetboots (H), Weapons & Armour Maintenance (H)
<b>PLC</b>		
14	<b>Security Supply</b>	Bootlicking (W), Vehicle Ops (H), C-Bay (So)
15	<b>Marketing &amp; Brand Management</b>	Oratory (M), Financial Systems (So), Suggestion (W)
<b>Tech Services</b>		
16	<b>Plumbing &amp; Wiring Consultants</b>	Bot Ops (H), Electronic Engineering (H), Habitat Engineering (H)
17	<b>Hardware Support</b>	Concealment (S), Fine Manipulation (V), Weapons & Armour Maintenance (H)
<b>Power Services</b>		
18	<b>Mandatory Team Member</b>	Chutzpah (M), Agility (V), Nuclear Engineering (H)
19	<b>Collateral Damage Assessment Bureau</b>	Demolition (V), Habitat Engineering (H), Mechanical Engineering (H)
19-20	<b>Other Service Group – Undercover Agent**</b>	

\*\* You're an agent of one Service Group spying on Internal Security. Roll 1d20 on the Internal Security table

### Character example: 3

Next, it's time to determine our assignment. First, roll to see if we're genuine IntSec material, or if we've been transferred in from another Service Group. We roll an 18, which puts us in another Service Group. Rolling on that table, we get a 12. We're from R&D, working in Happiness Enhancement.

That gives us another common Specialty, chosen from Biosciences, Pharmatherapy and Suggestion. They're all based off Wetware. Let's go for... Pharmatherapy. We've got Pharmatherapy 08.





your past, which is known to you and your superiors in IntSec – it's being held over you as blackmail material in your permanent record. Perform well, and maybe they'll erase the evidence. If you make enemies, though, your past Traitorous Deeds will be officially investigated and you'll be accused of treason.

You can come up with your own Traitorous Deed, or roll on the Traitorous Deed table for inspiration. Either way, remember to note down the evidence of this deed. If anyone else was involved in your Traitorous Deed, note the names of these Non-Player Characters down too. (On the following table, anything in **bold** refers to another involved individual.) Your GM may helpfully provide suggestions for these NPCs.

You may take up to **two** more Traitorous Deeds. These extra Traitorous Deeds are known only to you... as far as you know. Each extra Traitorous Deed you take restores one lost Clone (i.e., reduce your Clone Number by 1, to a minimum of 1.)

## Mutant power

Unknown (probably) to your fellow Troopers, you possess a mutant power. You have



**"You may have lost one or two clones already."**



## Treacherous Deeds I

Roll	Deed	Evidence
1	You terminated a <b>team-mate</b> under suspicious circumstances.	Mission Report
2	Several of your <b>known associates</b> at your own Service Group were found to be Secret Society members.	Surveillance Camera Data
3	According to genetic testing, your DNA is extremely likely to be mutated.	Genetic Screening Test Report
4	Your <b>Trooper team</b> failed to complete a single mission.	Mission Reports
5	You are suspected of stealing your current identity from <b>another citizen</b> .	Your original ME card
6	You or <b>an ally</b> hacked the computer systems to get promoted.	The ally's confession
7	You were recorded performing a mission for your Secret Society.	Surveillance Camera Data
8	You expressed unhappiness or dissatisfaction with The Computer in front of <b>witnesses</b> .	Witness interviews
9	A large sum of credits, probably bribery, appeared and then vanished in your account.	Credit transaction files
10	You framed another <b>citizen</b> for a crime you committed.	Citizen's confession
11	You harbour a desire to escape Alpha Complex.	Outdoors maps and survival gear found in your quarters
12	You harbour inappropriate romantic thoughts towards <b>another citizen</b> , suggesting you weren't taking hormone suppressants	Surveillance camera data
13	You possess or have possessed illegal items, such as Old Reckoning memorabilia	The illegal items
14	You expressed support or admiration for <b>an individual</b> later found to be a traitor.	Witness reports
15	You covered up a disastrous bungling of a mission.	Mission Report
16	You expressed doubts about the sanity of The Computer, a briefing <b>officer</b> or another <b>citizen</b> .	Witness reports
17	You insulted a high Clearance <b>citizen</b> .	Disciplinary reports
18	One of your <b>bots</b> or <b>vehicles</b> went rogue.	Technician Report
19	You trespassed in a secure area.	Forensic Report
20	You're innocent (or so you claim), but someone framed you! Roll again for your supposed crime.	Evidence to clear your name.

## 9. CREATING YOUR TROOPER

known about it for some time, but kept it secret from everyone.

The GM may determine your mutant power himself and may decide not to tell you. If he asks you to determine your own mutant power, thank him profusely and consult the Mutant Powers table on page 41. Roll 1d20 and find the number you rolled in the top row, to determine which of the three subtables you use – Deviant Powers, Dangerous Powers, and Disgusting Powers. Next, roll 1d20 again and match the number you rolled on the left column of the Mutant Powers table. The mutant power on the same line in the appropriate subtable is your power. Write the power name on the secret part of your character sheet, protected from other players' prying eyes.

During the game, when you want to use your mutant power, tell the Gamemaster – preferably in secret conference, via note or prearranged signal, by waving coded

flags and so on. To learn about your mutant power, ask the Gamesmaster.

### Registered Mutants

Mutants may choose to register themselves, putting their deviant abilities to the service of Alpha Complex. Registered mutants are given uniforms with a yellow stripe, and are treated as second-class citizens. They're the butt of every joke, the scapegoat for every crime. No registered mutant will ever be assigned as an IntSec trooper; therefore, *INTSEC* characters may not choose to register their mutation.

### Secret society

The Gamemaster may tell you your Secret Society, or may ask you to roll a die to determine it. In this case, thank him for his graciousness and consult the Secret Society table that follows. The table is divided into three columns – **Common**, **Rare** and **Weird**. Common societies are either semi-tolerated by Internal Security

or are so widespread they cannot be wiped out. Secretive societies are better organised and can conceal their activities, while **Weird** societies are so outré that they defy categorisation. Well, apart from the category we just put them in. Moving on...

If you roll an entry with an asterisk, consult the table key. To learn about your Secret Society, ask the Gamemaster.

### Secret Society table key

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

\*\* You've been assigned to spy on another society. Roll twice more. Your first roll determines who you're spying for, the second whom you're spying on. If you roll this result again, the group you're spying on assigns you to spy on a third society. Keep getting this result and you could be spying on the entire Complex. Good luck keeping your cover stories straight.

### Mutant Powers table

Roll	Deviant (1–8)	Dangerous (9–15)	Disgusting (16–20)
1	Not A Mutant*	Corrosion	Levitation
2	Charm	Electroshock	Matter Eater
3	Detect Mutant Power	Energy Field	Polymorphism
4	Empathy	Mental Blast	Slippery Skin
5	Hypersenses	Pyrokinesis	Regeneration
6	Uncanny Luck	Telekinesis	Vampire
7	Puppeteer	X-Ray Vision	Shrinking
8	Ventriloquist	Absorption	Transmutation
9	Bureaucratic Intuition	Adrenalin Control	Growth
10	Death Simulation	Bouncy	Chameleon
11	Deep Thought	Haze	Desolidity
12	Mechanical Intuition	Magnetise	Toxic Metabolism
13	Push Mutant Power	Cryokinesis	Adhesive Skin
14	Doom Magnet	Teleportation	Rubbery Bones
15	Psychic Flash	Laser Reflection	Stench
16	Evil Twin	Hyperspeed	Stretchy
17	Surveillance Intuition	Infravision	Acidic Blood
18	Empathic Liar	Invisibility	Ink Spray
19	Copy Mutant Power	Energy Suppression	Hurricane Lungs
20	Machine Empathy**	Machine Empathy**	Machine Empathy**

\* Rejoice, citizen! Your genetics are pure! You have no mutant taint... that you know of.

\*\* Having this mutant power is grounds for immediate and lasting execution.



## Character example: 4

Into the meaty bits of treason! For past clones, Martin-B rolls a...gulp! 18. He's Martin-B-RGS-5!!!! We're only two clones away from the end! Hang on...there's a rule here letting us get clones back in exchange for more Traitorous Deeds! We'll take two extra Deeds, giving us a more manageable clone number of 3. Next, we roll for Deeds. Martin-B secretly...: Trespassed in a secure area Hacked The Computer Expressed doubts about the sanity of a briefing officer. Yep, he's a PARANOIA PC all right. What's next? Mutant power! Yeah! Some good luck is sure to come our way! First, roll for the subtable... and we roll a 5, Deviant powers. That's good – Deviant powers are easier to use covertly. For our actual power, we roll 7, Puppeteer. Sounds...hmm. Well, we'll ask the GM what that does later.

### Secret Society degree

Like other institutions in Alpha Complex, most Secret Societies are strictly hierarchical. The higher your degree (rank) in your society, the more you can exploit your connections to procure restricted equipment or information, gain contacts, borrow funds, or many other kinds of perks. Your Secret Society designates your degree by a number from 1 (low) to 20 (high). This isn't (just) an abstract game rating but a literal status number tracked by your superiors in the society. Generally the higher your degree number, the greater the authority you can exert over those of lower degree. However, this varies; in some societies, high degree may indicate only prestige or, worse, the magnitude of your administrative drudgework.

Roll 1d20 and divide the number rolled by 2 (round fractions up). The result is your degree.

### I.O.U.s

Over your years of treachery and double-dealing in Alpha Complex, you've traded a few favours. There's an underground economy of debts and obligations among Secret Societies, which are termed I.O.U.s. Help out a Secret Society and they might give you an I.O.U. If a society does something for you, then you owe them.

You can start the game with up to three I.O.U.s. You may pick one society from the Common table, one from the Secretive

table, and one from the Weird table to owe you a favour. However, for each I.O.U. you take, you must roll on that table to see who you owe a favour to.

If you roll a result of Spy, then you got scammed by an IntSec agent – add another Traitorous Deed to your total. Yes, you can end up owing an I.O.U. and being owed an I.O.U. from the same society.

### Secret skills

Contacts in your Secret Society have taught you things The Computer's teachbots never mentioned. These areas of knowledge or practice, not covered by the Action and Knowledge skills, are **Secret** skills.

Secret skills are grouped in the following categories:

**Uncommon** in Alpha Complex but not necessarily treasonous: Swimming, Rock Climbing, and other Outdoors skills; craft skills such as cooking or glassblowing; conceivably (among citizens whose hormone suppressants have worn off) even seduction. Knowing how to drive a non-automated vehicle is Uncommon; each vehicle type is a different skill. To justify your character's Uncommon skill, offer the GM a convincing rationale. ('I became a bookbinder to repair a High Programmer's treasonous Old Reckoning book collection.')

**Unlikely** to figure significantly in a mission: Knitting and other hobby skills, Whistling, Teela-O-MLY Trivia, Video Games and so on.

**Unhealthy:** Treasonous skills such as Communist Propaganda, Digital Image Manipulation, Filesharing, foreign languages and so on; knowledge of Old Reckoning Cultures; criminal skills (Twitchtalk, Fraudulent Accounting, Gambling); also skills legally available only at a high Clearance (highly advanced science or mathematics and so on).

Unless the GM informs you otherwise, you are required to choose **one Secret skill in each category** (Uncommon, Unlikely, Unhealthy). The GM, that paragon of fairness, can veto your choices or assign them to a different category.

Write the skills on the secret side of your character sheet. For Secret skills not on the regular non-secret list, roll 1d20; the result is the skill's rating. For Specialties from the regular non-secret list, like Demolition, determine their rating normally from the governing skill's rating. If you already have that specialty or weakness, don't change the existing rating.

If your Secret Society requires you to learn a specific Secret skill, it appears in **bold print** on the society's line in the following table. Skills not in bold print are recommended but not mandatory. If you don't like a recommended skill, pick one from another society, or invent your own skill and submit it to the GM for approval. If you're undercover, learn your cover society's skills.

Roll	Common (1–8)	Secretive (9–15)	Weird (16–20)
1–2	Anti-Mutant	Computer Phreaks	Clone Arrangers
3–4	Communists	Corpore Metal	C.L.A.
5–6	Death Leopard	Frankenstein Destroyers	Psion
7–8	FCCC-P	Mystics	Movement
9–10	Free Enterprise	Pro Tech	Old Guard
11–12	Romantics	Purge	Program Group
13–14	Sierra Club	Runners	Servants of Cthulhu
15–16	Humanists	Illuminati*	Spy for Another Complex
17–18	Spy**	Spy**	Wobblies
19–20	GM's choice	GM's choice	GM's choice

## 9. CREATING YOUR TROOPER

### Character example: 5

Secret Society stuff. Let's see who our real friends are. Again, start by rolling for the subtable, and we get a 4, a Common society. Roll again, and apparently we're in the Romantics.

Roll for our rank...we're rank 03.

The Romantics give us the Secret skills of Archival Studies, Knitting and Old Reckoning Cultures, each of which starts at a score determined by the roll of die. Martin-B's got Archival Studies 06, Knitting 12, and Old Reckoning Cultures 3. Can you knit Kevlar?

We've also got Romantic Propaganda, at a skill of... roll roll roll... 04. We're not a very good Romantic, are we, Martin-B?

Finally, we get to grab some IOUs, up to one from each subtable. Let's take an IOU from the Romantics, first – maybe we can escape a really hard secret society mission by cashing it in. If we take an IOU, though, that means we need to roll on the table to see who we owe. Roll... we owe the Sierra Clubbers a favour.

#### Propaganda

Each society (apart from the Illuminati) also has a specific Propaganda skill, an Unhealthy skill that is unique and differs from all other societies' versions of the skill. You **must** take the Propaganda skill for each society you join, as it represents your knowledge of treasonous thoughts and doctrine. If you are interrogated and reveal your knowledge of this Propaganda, you will be severely punished.

Propaganda is viral. If you hear Propaganda from another society, you'll pick up their Propaganda skill. Having any Propaganda skill is treasonous.

#### Perversity, Tics & Goals

You, the player (as opposed to your character), start play with 10 **Perversity points**. These Perversity Points are of vital importance to you, as they permit you to manipulate events and might keep

you alive – or, better yet, eliminate other Troopers.

Your pool of 10 Perversity Points will be refreshed at the start of each mission, and you'll be awarded more Perversity Points in play by entertaining the GM.

However... more Perversity is always good, so us generous Famous Game Designers will now permit you to earn up to **20** more

Society	Uncommon	Unlikely	Unhealthy*
Anti-Mutant	Power Studies	Comic Book Trivia	Twitchtalk
Clone Arrangers	Cloning	Advertising & Marketing	Biosciences
C.L.A.	Weapons & Armour Maintenance	Hunting	Demolition
Computer Phreaks	Cash Hacking	Jargon	Hacking, programming skills
Communists	Oratory	Tractor Maintenance	Demolition
Corpore Metal	Cyborging	Botspotting	Bioweapons
Death Leopard	Demolition	Action Movies, Partying	Gambling
FCCC-P	Alpha Complex History	Liturgical Studies	Eschatological Studies
Frankenstein Destroyers	Demolition	toolmaking skills	programming skills
Free Enterprise	Haggling	Advertising & Marketing	Bribery, Forgery
Humanists	Marital Arts [sic]	hobbies, languages	Old Reckoning Cultures
Illuminati	————— skills taught by your cover society —————		
Movement	Survival	Wild Speculation	WMD
Mystics	Drug Procurement	Meditation, Partying	Old Reckoning Drugs
Old Guard	Con Games	Cooking	Hacking
Program Group	Bootlicking	Sycophancy	Hacking
Pro Tech	Experimental Equipment Repair/Maintenance	Video Games	WMD
Psion	Power Studies	Comic Book Trivia	Twitchtalk
PURGE	Demolition	Gloating	Bioweapons, Twitchtalk
Romantics	Archival Studies	Cooking, Knitting, Music	Old Reckoning Cultures
Runners	Survival	Sprinting	Twitchtalk
Servants of Cthulhu	Hand Weapons	Liturgical Studies	Occult Sorcery
Sierra Club	Survival, Wild Lore, Travel	Birdwatching, Botany, Spoor Recognition, etc.	Bioweapons
Spy for Another Complex	Moxie	Cultural Studies	Radio Operation
Wobblies	————— Pick any other secret society's skills —————		



Perversity Points! Better yet, these Perversity Points will be refreshed at the start of every mission! So, if you *don't* avail of this awesome one-time offer, then *everyone else* will start the game with up to 30 Perversity Points, and you'll be left trailing behind with only 10.

Can you really afford to be left behind like that? (Answer: No, unless you've got deep-seated suicidal tendencies.\*)

Act now!

## Tics

Tics are little quirks of behaviour that distinguish your helmeted jackbooted heavily armed thug from all the other helmeted jackbooted heavily armed thugs. A Tic could be something like *'I like to stroke my truncheon in a suggestive manner'* or *'collects Bouncy Bubble Beverage cans'* or *'extremely claustrophobic so I don't wear my helmet.'*

You are authorised to take one Tic. If you do so, you gain **10** Perversity Points.

Tics should be obvious and memorable, but not so annoying that they dominate the game. (At least, they shouldn't annoy the GM. Annoying your fellow players is just fine with us.) A spot of deafness that makes you occasionally 'mishear' orders is funny; pretending to mishear everything that's ever said to you just makes conversation impossible.

## Goal

A Goal is a secret dream or aspiration held by your Trooper. Having a Goal is hazardous to your health, as these sort of treasonous hopes are exactly what IntSec is designed to eliminate. Common Goals are:

- ☞ **Escape Alpha Complex:** You want to find your way out of Alpha Complex and survive Outdoors. You'll need to find an exit and assemble enough supplies first.

- ☞ **Serve Your Secret Society:** You're a fervent believer in the goals of your Secret Society, and would do anything to further their cause.
- ☞ **Fight the System:** Down with The Computer! Down with Alpha Complex! You're doing to bring the whole regime down... from the inside!
- ☞ **Eliminate The Competition:** You're not just ambitious, you're twisted. Eliminate the rest of the team so that you'll get promoted!

You are authorised to follow one Goal. If you do so, you gain **10** Perversity Points.

Unlike Tics, which are slapstick schticks, Goals are supposed to be a source of black humour. Having a goal dooms your Trooper to eventually being arrested, charged with thoughtcrime and erased, but that's going to happen to all the Player Characters anyway. At least, if you have a goal, you died for something.

## Security Clearance

With its customary wisdom The Computer has arranged all Alpha Complex society using an unbreakable system of Security Clearances. The Security Clearances are ranked by colour, low to high: INFRARED, RED, ORANGE, YELLOW, GREEN, BLUE, INDIGO, VIOLET, ULTRAVIOLET. INFRARED Clearance citizens wear black, and ULTRAVIOLET citizens (also known as *High Programmers*) wear white. Everyone else wears clothing of the colour appropriate for their Clearance. Rooms and corridors in Alpha Complex are painted in varying hues of their Clearance colours. To pass through a corridor or enter a room beyond your Clearance is treason.

Your Clearance measures nothing less than The Computer's expressed trust in you. If The Computer trusts you not at all (as with most citizens), you are a common INFRARED. At the other extreme, if The Computer trusts you to revise the very code it runs on, you are a High Programmer, Clearance

ULTRAVIOLET. All citizens in Alpha Complex, whatever their current rank, began as INFRAREDs.

You are Clearance BLUE – well above the great majority of Alpha Complex's citizens, but below the really powerful people. You can boss lower Clearance citizens around, enjoy pleasures and privileges that INFRAREDs only dream about, and generally abuse your position as much as you want, as long as you don't anger any INDIGOs, VIOLETs or ULTRAVIOLETs.

## Attributes

Your Trooper, like every human character in Alpha Complex, has two innate *attributes*: *Power* and *Access*.

**Power** measures the strength of your mutant power. The higher your Power rating, the more effectively you can use your power.

**Access** describes how smoothly you can get things done in the Alpha Complex bureaucracy. It measures your awareness of intricate clerical procedures and your ability to pull strings to get favours from influential people.

Access is different from Security Clearance, which measures The Computer's trust in you. Access is not trustworthiness, but streetwise efficiency and experience in manipulating Alpha Complex's bureaucracy.

## Draining attribute points

You are not cleared to understand how the GM uses your attribute ratings in play. In general terms, he tracks these ratings as a pool of points, which he may spend to let your character accomplish tasks.

If you are using your mutant power, the GM may drain Power points from your current rating to represent the energy you expend swallowing uranium or setting your supervisor on fire.

\*: And if you do have deep-seated suicidal tendencies, just declare that to be your Tic and gain 10 Perversity for it!

## 9. CREATING YOUR TROOPER

If you want to get something done in the bureaucracy, the GM may drain Access points from your rating to represent your cashing in favours to locate your briefing room or repair your showerhead.

**Do not ask the GM how many points you have, nor how many he has drained to accomplish a given task. These questions are prohibited and punishable by stern measures.**

After draining your points, the GM will tell you the result of your action. He may or may not divulge whether the drain had any effect, as it suits his mysterious purpose.

If you run out of attribute points, you won't find out. You can perhaps deduce it from repeated failures, but this is mere guesswork. The kindly GM usually replenishes your points at some point. **Do not ask when the GM will next replenish your attribute points. This question is forbidden and will incur reprisal.**

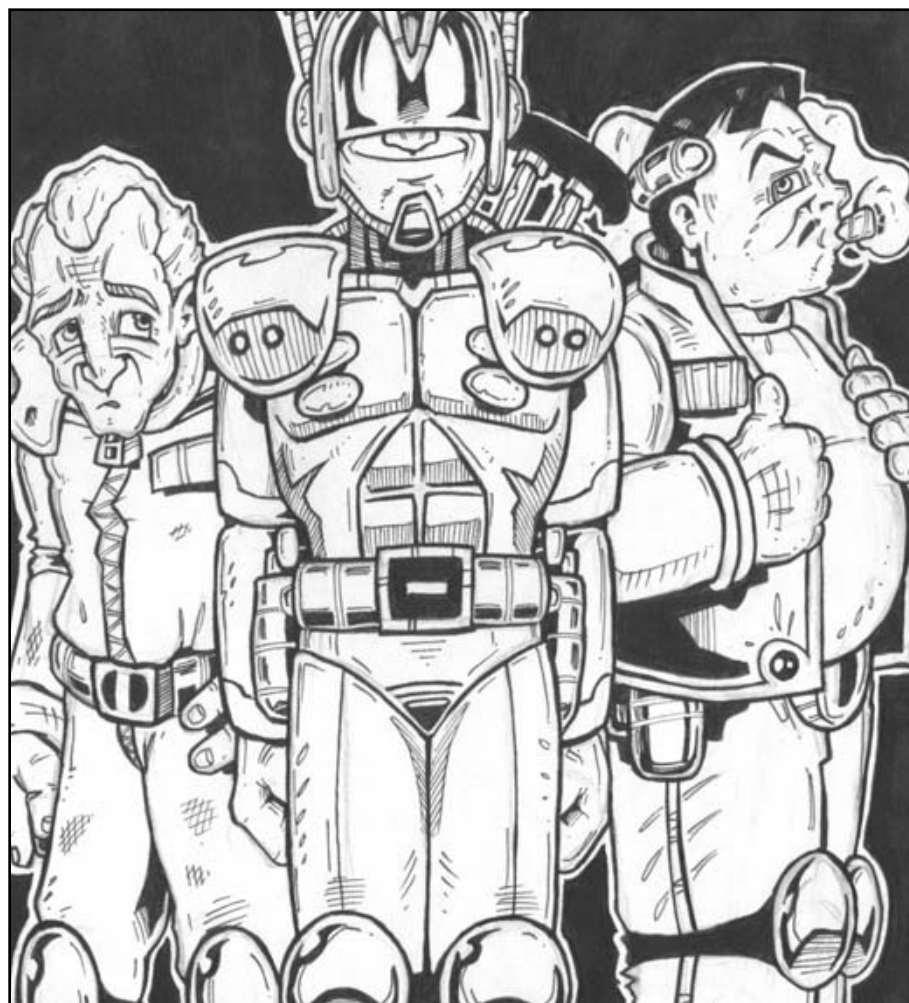
### Equipment

All Troopers are assigned identical equipment.

- X-317B full combat armour
- Security Helmet
- Jackboots with magnetic grapples and jet propulsion upgrades
- Cone Rifle with Firepower Control attachment
- Trusty Truncheon
- Notebook and pen
- ME Card Reader

You also own, as personal equipment, one **ME Card**, loaded with 10,000 credits worth of savings. You may spend this money on whatever the GM allows you to purchase.

The Computer requires every citizen to carry a Mercantile Enterprise card – universally known as the **ME Card**. The ME card contains the citizen's biometric and



financial details, and serves as both credit and identity card. The card doesn't actually check to make sure that the bearer of the card is the authorised user of the card, so identity theft is a common problem in Alpha Complex.

### Character creation complete!

You have successfully negotiated the character creation process. **You**

**"Welcome to the middle of the clearance war."**

**have not yet completed the entire orientation process.** Continue promptly to the next chapter.

### Attention!

Before beginning play, familiarise yourself with the **Acceptable Behaviour, Treason and Insubordination and Reward** charts for Clearance BLUE.

## Character example: 6

Nearly done. Let's rack up some extra Perversity then blow this subsystem. We'll grab a Tic – 'scared of open spaces' for 10 Perversity. We could also take a Goal, but Martin-B doesn't seem like the driven, obsessed type – he's just another clone trying to get by.

We ask the GM about Access and Power. He rolls some dice behind a screen, cackles, and makes a note. We back away.

Let's fill out the character sheet. We're Clearance BLUE, on our third clone. We've got some free equipment, some nice skills... and enough Traitorous Deeds to get us terminated three times over. We're screwed.



## 10. Doing things

**Rule #1.** The GM is right!

**Rule #2.** Know nothing.

**Rule #3.** Be entertaining.

When you want your Trooper to do something – use a skill, your mutant power, certain equipment, Secret Society contacts and so on – tell the Gamemaster what you want to happen.

The GM sometimes simply tells you what happens. He may instead roll dice to determine the outcome of your action, or may ask you to roll a d20 and compare it to one of your skill numbers, your mutant power, your Secret Society rank, the phase of the moon or some other arbitrary or meaningless value. In making the roll, you are 'rolling against' the skill.

Sometimes the GM tells you the skill you are rolling against, sometimes (in his undeniable wisdom) not. Sometimes the GM will let you suggest an appropriate attribute or skill. The skill areas overlap, so be creative. In fact, be desperate. Argue for your life that your Hygiene skill gives you insight into the use of chemical weapons, or that you should be allowed to use Agility to dodge a nuclear explosion.

In general, if the die roll is equal to or less than the designated number, your action succeeds. Sometimes the roll must be over the rating to succeed. Sometimes the GM may tell you which one you want. Or not.

Sometimes the GM may allow you and other players to spend *Perversity points* (explained in this chapter) to adjust the number you need to roll, thereby adjusting your chance of success. These adjustments, called *General Perversity Modifiers*, are described in the following section.

### Scenes

A **scene** is the basic unit of play. Typically, a scene begins when your team arrives at a location, and ends when the location is reduced to molten slag or you're all killed.

The GM will tell you when a scene starts or ends. The start and end of a scene are each marked by a game event.

**Perversity point ration** (scene start): The GM awards you a number of Perversity points. Perversity points are explained on page 47.

**Dramatic Transition** (scene end): The first player to come up with a really, really cheesy dramatic transition gets a few Perversity points. For example, if the team are about to leap into their SecuriCars and zoom off to the next scene, a drawled '*looks like we're going for a ride*' earns you a few Perversity points.

### Scenes and Non-Scenes

Examples of scenes directly relevant to the mission's main storyline:

- ☞ The Troopers are sent a Code Alert or Mission Statement.

### Transitions!

This case is terminated.

Looks like someone had an argument... with a laser.

The only good Commie... is a dead Commie.

The only thing that could have done this... is a mutant.

This sector's going... straight to HEL.

I don't think our suspect... was happy.

- ☞ The Troopers call to Central to pick up equipment or consult with a specialist.
- ☞ The Troopers investigate a crime scene.
- ☞ Several of the Troopers interrogate a suspect.
- ☞ The Troopers get into a fire fight with a warbot.

By contrast, the following incidents aren't part of the mission's main storyline and would not usually be scenes:

- ☞ A Trooper sneaks off to consult with his Secret Society (done secretly by passing a note to the GM).
- ☞ A Trooper attempts to raise the sector's Loyalty Index by holding a spontaneous loyalty demonstration (this should be combined with another scene).
- ☞ A Trooper is called into the Commissioner's Office (the Trooper is the only person involved in this, and so it's not a full scene).

## Passing Notes & Private Conferences

In the course of play, you'll often want to communicate information secretly to the GM – '*I'm going to shoot him in the back*' being a classic. There are several ways of doing so, but keep in mind that the more note-passing and conspiring, the slower the game will be. *PARANOIA* virtually demands a modicum of note-passing, but a good player won't let it dominate the game. Do as much as you can in the open.

**Written Notes:** Or, in this modern age, text messaging. Keep your notes succinct and legible. Ideally, phrase any questions so that the GM can give a brief and unambiguous answer, as nothing slows the game down as much as the poor GM writing essay-style responses to a flood of notes. Don't pass another note until the GM has responded to your last one (or until the game has moved on and the old note is obsolete).

**Whispers:** You can just whisper in the GM's ear if you need a quick response. Don't do this if you suspect the other players might overhear you.

**Private Conferences:** Calling the GM aside is the best approach when you need to talk to an NPC secretly. Keep private conferences short and request them only when absolutely necessary.



## 10. DOING THINGS

**'Brevity is desirable in note passing.'**



### Perversity Points

Perversity points are your reward for being entertaining and playing in an appropriate manner. They're awarded to you, the player, as opposed to your character. Perversity points should be represented by tokens of some sort – poker chips, for instance, or jelly beans.

### How you earn Perversity points

Using incontestably fair judgment, the GM may decide to award you Perversity points in these situations:

- ☞ At the start of each scene.
- ☞ When you do things the others find entertaining. This may happen many times during a scene, if you're playing well.
- ☞ When you play your Tics, Secret Society missions, Secret Skills and goals entertainingly.
- ☞ When you alert the GM to another player's treasonous behaviour or rules violations – in particular, to displays of rules knowledge above the character's Security Clearance.
- ☞ When you perform a valuable or interesting service that improves the game, get a stalled play session moving, or help lighten the GM's load and mood.

- ☞ When you **stylishly** and (in most cases) fatally betray a fellow Trooper to fulfil the dictates of The Computer, a Secret Society mission or even a personal rivalry.

### How you spend Perversity points

You can spend Perversity points to improve your position in life or to undermine another's position. Here's what you can buy:

**General Perversity Modifiers:** When the GM generously allows it, you can spend points to adjust the success of your own or others' die rolls.

**Triggering Other Player's Tics or Secrets:** You can offer Perversity points to another player, either openly or in a secret message, along with a suggested action related to his Tic or one of his Secrets. If he accepts the proffered Perversity, he must also follow your suggested action. 'Bob-B, I think you've got the Electroshock mutation, and wouldn't it be terrible if your mutant power accidentally fried the multicorder you're holding? There are five Perversity points in it for you...'

The other player can refuse, of course, but the GM may require him to pay you an equal ration of Perversity points if your suggestion was an especially appropriate or amusing one. You may only attempt this once per scene.

**Social perks:** Perversity points are not really intended as currency among players, but you may find that a generous donation of points gets you the seat near the **GM** that makes note-passing easier. Perhaps a few points will get you a roll of the **GM's** lucky die, a cold can of bubbly beverage or first choice of the munchies. Use your imagination.

### General Perversity Modifiers

So, the basic system of *PARANOIA* is that you roll a dice, compare it to your skill... and fail. Your skills are, in general, pretty low and the odds against you are high. What can you do to improve your chances?

The best thing to do, always, is to be cunning. Only fire when you can't miss, ensure that other people take the risks for you, and bring a tacnuke to every knife fight.

Sometimes, though, you have to risk the whim of the dice. General Perversity Modifiers are your little offerings to the gods of chance. Each point of Perversity you spend on General Perversity Modifiers adds or subtracts one from a dice roll. So, spending five Perversity gives you a +5 bonus to your roll (or, you could give a -5 penalty to another player's roll).

**What General Perversity Modifiers Represent:** Other, non-fun RPGs use modifiers and rules for everything. +1 for aiming, +1 for your laser sight, -2 for fog, -6.5 for the rabid badger gnawing on your left knee and so on.

*PARANOIA* does away with all this nonsense by reversing cause and effect. The players spend Perversity points to affect the roll and then decide what the actual cause is. So:

**Player #1:** I'll gun the engine of my SecuriCar and jump it over the flaming transbot!



**GM:** Sure, roll Vehicle Ops.

**Player #1:** I'll spend five Perversity for a bonus – I'm a really good driver!

**Player #2:** –3. Your SecuriCar's autopilot wakes up and screams 'I don't want to die!'

**Player #3:** I'll chip in another –2.

**GM:** Justify it.

**Player #3:** The transbot explodes at just the wrong time?

**GM:** Not for only two Perversity. If you spend five...

**Player #3:** Five, you say. Kaboom!

**Player #4 passes a note to the GM.**

**Player #1:** You're not even in this scene!

**GM:** Shush. Anyone else spending points? No. Roll!

**Spending limits:** If the GM allows Perversity spending, you can usually

spend up to 5 Perversity points on Perversity to affect a roll, and you usually only get one spending chance per roll.

Sometimes the GM will let only the acting player (the one rolling the dice) spend points on Perversity. Other times, the GM will go around to each player in turn, solicit Perversity spending and move on.

When everyone has spent once or passed, the acting player rolls. In truly climactic – not to say 'chaotic' – situations, the GM may allow you and everyone else to spend freely, without limit, as many times as you like until your points (or you) are exhausted.

**Rationalising the perverse:** You can spend on Perversity whenever the

GM allows it, whether or not your Trooper is present at the scene. If your character is present, etiquette (or maybe the GM) requires you to do something in the game to reflect your spending. ('I'm poking him in the ribs as he aims, –2 Perversity.')

**Public or silent:** The GM may ask you to declare your Perversity spending publicly, or – more characteristic of **PARANOIA** – ask each player in turn to silently mark '+' (plus) or '-' (minus) on a sticky-note and pass it to him, along with poker chips representing the number of Perversity points spent. These cryptic glyphs indicate the two possible kinds of Perversity spending. A plus increases the player's success chance; a minus reduces the chance.

## 11. Trooper Assets

Trooper, you are not alone! In its infinite electric wisdom, The Computer has assigned you all the assets you could possibly need to complete your mission. Mastery of the basic assets described in this section is demanded of every Trooper. If you are assigned unusual or experimental assets, you will be briefed on all related information available at your Security Clearance.

### Our Uniform

While on duty, you must wear the full IntSec Trooper uniform at all times. Failure to maintain proper appearance and hygiene standards will result in disciplinary proceedings. If you are participating in an undercover mission, you are permitted to forego your armour, helmet and cone rifle, on the understanding that full operational readiness can be attained within four minutes.

### Armour

Your **X-317B full combat armour** provides almost-complete protection from all attacks\*. While wearing this armour, you may stand unafraid\*\* in the face of Commie Mutant Traitor laser attacks, machine gun fire, monsters and environmental threats!

If you are the team's Security Officer, then you are assigned superior **X-404 Powered Armour**, which provides

even-more-complete protection from even more attacks. This armour has such heavy protective plating that it requires advanced motorised articulation. Monitor the battery reserves of the X-404 closely, to avoid unfortunate power failures mid-combat.

### Helmet

Your IntSec security helmet is absolutely jam-packed with wonderful gadgets! Firstly, consider the helmet itself, with its bullet-proof ferroceramic casing and stylish chin strap. The IntSec Trooper helmet is designed to evoke fear in Commie Mutant Traitors, joy in loyal citizens and awe in all!

On either side of the helmet, you'll find the control interfaces. These buttons allow you to operate all the helmet's extra features, which are described here! Consult your helmet manual\*\*\* for more details on each of these special features.

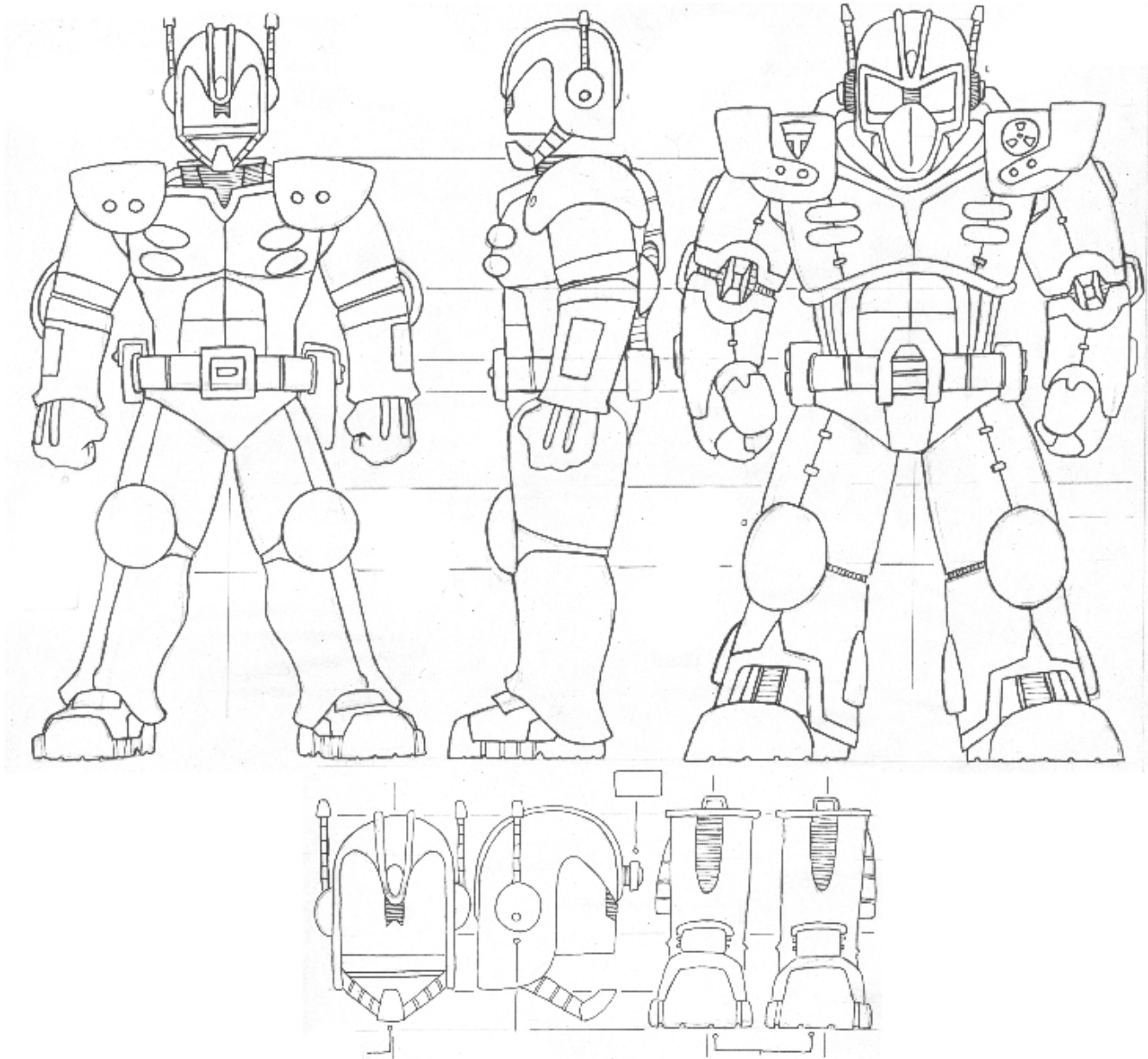
☞ **Pursuit Siren:** Press this button, and the bright blue strobe light atop the helmet is activated, along with the 200db siren. A variety of pre-recorded phrases can be substituted for the siren, including 'STAND CLEAR, CITIZENS', 'NOTHING TO SEE HERE, MOVE ALONG', 'DROP TO THE FLOOR AND REMAIN CALM', 'EVERYTHING IS UNDER CONTROL', 'REPORT FOR

TERMINATION', 'STOP THAT COMMIE' and many more\*\*\*\*.

- ☞ **RadioCom:** A basic radio system, allowing Troopers to communicate with each other. The RadioCom is encrypted to ensure that no Commie Mutant Traitor can eavesdrop on your team's secure communications.
- ☞ **Communications & Data Access:** At the press of a button, a flatscreen visor folds down from the front of the helmet, giving the Trooper access to all the functions of a standard PDC. This mode can be used to communicate with Central, with other team members or with The Computer. You can even remotely access computer records or C-Bay with your helmet's CDA screen.\* (page 50)
- ☞ **Surveillance Chip (Surveillance Officer Only):** The Surveillance Officer may use his helmet's CDA screen to access the live data feed from any Surveillance Chips installed in team members.
- ☞ **Deployable Camera:** Pressing this button launches the helmet's built-in camera on a flexible, springy stalk, perfect for spying around corners, interviewing subjects, or bludgeoning suspects in extreme close-up.

# 11. TROOPER ASSETS

## 'Standard Trooper Armour & Power Armour'



\*: Not included in protective coverage: Nuclear attacks, chemical attacks, biological attacks, viral attacks, psychic attacks, meson gun attacks, attacks targeting the face or neck, armour penetrating attacks, laser attacks of INDIGO Clearance or higher, field weapons attacks, verbal attacks, reality degrading weapon attacks, unknown attacks, NOT AVAILABLE AT YOUR SECURITY CLEARANCE attacks, attacks (other).

\*\*: You are also permitted to walk unafraid and run unafraid as long as it is towards the enemy or another valid tactical waypoint, sing approved loyalty songs unafraid and drink refreshing Bouncy Bubble Beverage unafraid.

\*\*\*: Owing to budgetary cutbacks, the manual for the IntSec Standard Issue OmniFunction Security Helmet has been delayed until the next fiscal cycle. PLC apologises for any inconvenience.

\*\*\*\*: Not available in any stores. To order *More IntSec Pursuit Siren Noises* or *More IntSec Pursuit Sirens On Pan Pipe Moods*, call....



☞ **Airbag:** In the unlikely event of a sudden sharp impact\*\*, this life-saving airbag deploys from the helmet and surrounds the Trooper's whole head.

☞ **Perception Filters:** As part of their duties, IntSec Troopers may be exposed to Communist or other treasonous propaganda, Viral Thought Patterns, information above their Security Clearance, trade secrets, mind-warping horrors from beyond space and time and other unwanted influences. To maintain mental hygiene, IntSec security helmets are equipped with Perception Filters. The filters project soothing white noise into the user's ears and fuzzy static onto his eyes\*\*\*, ensuring he does not perceive anything that might corrupt his mind. Your Interrogation & Thought Control officer should advise you when it is appropriate to use Perception Filters.

## Jetboot Jackboots

While the primary purposes of these jackboots are ergonomic comfort during foot patrols and ergonomic comfort during physical disciplinary proceedings, they may also be used as an emergency pursuit or manoeuvring aid. The boots include short-range rocket boosters, propelling the Trooper at speeds of 100kph or more. In flight, the IntSec

security helmet may be used as a rudimentary control surface.

## Laser Pistol

As a standard sidearm, IntSec Troopers are issued with a laser pistol with a BLUE barrel. A laser barrel may be safely used for six shots before being exhausted. Firing a laser pistol with an exhausted barrel is unwise. The coherent-light beam from a BLUE-barrelled pistol penetrates any Reflec armour of GREEN Clearance or less.

You will rarely need to use your laser pistol, as you also have a...

## Cone Rifle

The weapon of choice for the IntSec Trooper is the cone rifle. This heavy projectile weapon launches any of a variety of special-purpose shells. You may select up to six shells at the start of a mission for your weapons, and select the shell to be fired using the cone rifle's voice activated selector.\*\*\*\* Further shells may be loaded manually.

- ☞ **SOLID!** A standard Commie-eliminating projectile.
- ☞ **RUBBER!** A totally non-lethal rubber ball, designed to inflict soft-tissue damage instead of terminations. Warning! May bounce.
- ☞ **DUMDUM!** A solid slug designed to fragment on impact.

☞ **HIGH EXPLOSIVE!** Protect Alpha Complex by blowing up a small part of it. Note: This shell type is INDIGO Clearance and will not be available on most missions. If you receive a high explosive shell in error, please contact Central Armoury.

☞ **ARMOUR PIERCING!** Designed to penetrate heavy armour such as vehicles or powered armour.

☞ **ANTI-TANK!** Designed to eliminate WarBots, tanks and other military craft. Note: This shell type is INDIGO Clearance and will not be available on most missions. If you receive an anti-tank shell in error, please contact Central Armoury.

☞ **SURVEILLANCE!** Contains a super-tough camera with a remote feed that can be accessed by the Surveillance Officer. Watching the feed from the camera is not recommended when the shell is in flight.

☞ **NAPALM!** Disperses burning goo over a wide area. Not recommended for use indoors.

☞ **GLOOP!** Disperses sticky, non-flammable, non-toxic goo over a wide area.

☞ **FLARE!** Brightly illuminates the area for several minutes.

\*: Please note that the handy flatscreen visor does completely occlude the user's vision. All data transfers via the helmet Communications & Data Access panel are logged at Central. Do not attempt to use IntSec computer systems for firesharing or other prohibited activities.

\*\*: Anything more than a sharp rap with the knuckles on the forehead.

\*\*\*: It also releases a fresh pine scent.

\*\*\*\*: Please enunciate clearly. Please speak loudly, so that the selector correctly interprets your voice. Warning! Do not speak so loudly that you accidentally activate the selector of other members of your team.

# 11. TROOPER ASSETS

- ☞ **ECM!** Disrupts communications and other sensitive electronics, including bots. Your own IntSec equipment is hardened against electronic counter-measures and may not be affected. Note: This shell type is INDIGO Clearance and will not be available on most missions. If you receive an ECM shell in error, please contact Central Armoury.
- ☞ **NET!** Explodes into a weighted nylon net, suitable for capturing fleeing Commie Mutant Traitors.
- ☞ **ANTI-VEHICLE!** A variant on the armour-piercing shell, specifically tailored to disable vehicles.
- ☞ **TACNUKE!** Destroys the target. And everything around the target. And everything above and below the target. And most of the sector. Not recommended for use. Note: This shell type is VIOLET Clearance and will not be available on most missions. If you receive a tacnuke shell in error, please contact Free Enterprise.

The cone rifle system can also deliver gas shells. Use of gas shells should be in tandem with a gas mask.

- ☞ **POISON GAS!** Eliminates the target and anyone downwind. Not recommended for use in zones with poor ventilation.
- ☞ **SMOKE!** Reduces visibility and impedes laser fire.
- ☞ **GAUSS GAS!** Radically increases the permittivity of free space, increasing the damage of lasers, energy weapons or gauss weapons within the area of effect. May also cause bot brains to overheat.
- ☞ **CORROSIVE GAS!** Erodes metal armour and objects, including bots.
- ☞ **VOMIT GAS!** Causes citizens to explosively eject the contents of their stomachs, resulting in temporary incapacitation and breach of personal hygiene regulations.

## Proper Use of Jetboots

Your jetboots are an ideal vehicle for pursuing and capturing Commie Mutant Traitors. To activate your jetboots, simply tap the inner heel connectors together sharply once to arm the jets, and twice more to trigger flight mode. Switching off the boots is even simpler – just wait until the fuel reserve is exhausted.

- ☞ Do not use jetboots in a cramped environment.
  - ☞ Do not use jetboots without proper ventilation.
  - ☞ Do not use jetboots near flammable material.
  - ☞ Do not use jetboots near inflammable material either.
  - ☞ Do not use jetboots while wearing non-asbestos socks.
  - ☞ Do not use jetboots while under the influence of any non-approved drugs.
  - ☞ Do not use jetboots without authorisation.
  - ☞ Do not use jetboots without a fully logged flight plan.
  - ☞ Do not use jetboots without forethought.
  - ☞ Do not use jetboots on feet.
  - ☞ Do not use jetboots in zero gravity.
  - ☞ Do not use jetboots while operating another vehicle.
  - ☞ Do not use jetboots when fuel reserve is below 10%.
- ☞ **DIRT GAS!** Adheres to all objects within the gas field, causing the rapid build-up of a layer of grimy grit. This causes lung problems, clogs vents, jams laser barrels, reduces the effectiveness of Reflec armour and blocks security cameras.
  - ☞ **HALLUCINOGENIC GAS!** Causes citizens to hallucinate wildly. Ideal for disrupting protests or other gatherings.
  - ☞ **SLEEP GAS!** A triple-strength dose of the Sadallathon gas used to initiate sleep-cycle. Puts those who inhale it to sleep. Warning! May cause drowsiness.
  - ☞ **Remote Fuse:** Activated by remote radio signal.
  - ☞ **Purity Fuse:** Activated when built-in genetic testing sampler detects the presence of mutant DNA in close proximity. Warning: May be triggered by cleaning products, industrial waste, strong flavours or pretty much anything.
  - ☞ **Timed Fuse:** Activated after a certain time has elapsed after firing. Default duration is 0.
  - ☞ **Trigger Fuse:** Activated immediately on firing. Used to dissuade Commie Mutant Traitors from stealing and using IntSec weaponry.

### Cone rifle fuses

Cone rifle shells come equipped with a basic contact fuse, causing it to explode on impact. However, this fuse may be replaced with any of several other fuses, which alter how the weapon behaves.

- ☞ **Heat Fuse:** Activates when the external temperature reaches a preset level.
- ☞ **Gauss Fuse:** Activated by the presence of strong electro-magnetic fields.

### ME Card Scanner

This handy belt-mounted gadget lets a trooper confirm the identity of a citizen by swiping the citizen's ME card. The little screen displays the citizen's name, Clearance, work assignment, criminal record and bank balance. It can be used to give on-the-spot credit fines or bonuses.

### Forensic Scrubbot

The Surveillance & Forensics Officer's best buddy is the Forensic Scrubbot. This little bot is equipped with all sorts of handy sensors and probes to scoop up skin



flakes, scan for fingerprints, sniff for DNA and scour the scene for evidence. The Forensic Scrubbot is your primary tool for gathering evidence against Commie Mutant Traitors. The bot's programmed to gather forensic evidence wherever it detects possible samples, so be prepared to protect the bot if, say, it zooms off into the middle of a crossfire.

Losing or damaging your Forensic Scrubbot will result in severe disciplinary action.

## SecuriCar

The SecuriCar is the most common vehicle assigned to Troopers. Other vehicles may be available from the Central motor pool. The SecuriCar can fit up to five troopers inside (two in the front, three in the back), and another two on the external running boards. The SecuriCar has a bot brain, but the autopilot is cleared for use only in the transtubes. If using the SecuriCar in a corridor, it must be manually controlled.

The SecuriCar is a variant of the standard model autocar permitted to high Clearance citizens. Powered by a fission battery, the SecuriCar is capable of reaching speeds of 600 kph in a high-velocity transtube\*. The IntSec model has several features not included in standard autocars, including added armour and a prisoner restraint system. The driver may activate the prisoner restraint system by pressing the large button on the operating control stick; the system then immediately seals off the rear passenger section with armour plating.

## Proper Use of Cone Rifle

- ☞ Remember to fill in Form IS325-a, *Cone Rifle Ammunition Request*, before each patrol. You can't terminate those Commies without excessive firepower!
- ☞ Point your cone rifle away from your fellow officers and any fragile equipment. There's a bit of a backblast when a cone rifle fires.
- ☞ Make sure you've got the appropriate fuse fitted to your shell. Watch out for trigger fuses on tacnukes!
- ☞ Do not attempt to remove stuck shells with remaining arm.
- ☞ If your weapon does not operate, check to make sure that your Lead Trooper has activated the Firepower Control unit.

## Central, Sweet Central

Ah, Central. Who doesn't love that old IntSec Central\*, that friendly giant terrifying fortress of oppression and terror, that imposing monolithic palace of torture and mind control. That ol' Bastille with coffee shops.

Home sweet home for IntSec Troopers.

Central is where you live when you're off duty, unless you've been assigned a private accommodation permit.

Central is where you get your missions and start your patrols.

Central is where the commissioner makes his lair.

Central is where they'll drag you if you screw up.

Central's also jam-packed with useful and friendly specialists, all eager to support you on your mission!

## The Commissioner

At low Clearances, they taught you that The Computer was all-knowing and all-wise. They taught you that The Computer was your special friend but that it would punish you if you failed. Now that you're a BLUE, you know that even The Computer makes mistakes, but there's a new all-powerful, all-knowing figure in your life – The Commissioner. The Commissioner is VIOLET Clearance, two full levels about you. You will never see the Commissioner during most daycycles – you'll only meet him if you've done very, very, very well, or very, very, very badly.

## Armoury

If a Trooper needs a more powerful weapon or some special piece of defensive armour, this is the place. The armoury is located in a large, five-level complex in the back of Central. The heavily armoured walls and patrolling warbots are a Trooper's most vivid memories of his visit to this wonderful place. Armoury provides the cone rifle shells and laser pistol barrels you'll need and you may also requisition specialist weapons here too.

Do not annoy the Armoury clerks. They outgun you by a sizeable margin.

## Communications Central

This department connects all of Internal Security via PDC and com units. The friendly operators of ComCent inform Troopers of assignments, handle requests for backups and reroute Troopers to The Computer or some other civilian communication band when they need to place a call outside of IntSec HQ.

## Covert Operations

This department provides skilled undercover operatives to other IntSec service bureaus, as well as maintaining its own staff of undercover *agent provocateurs* and counter-dissension officers. As Covert Ops staff are expected to act like traitors, everyone ignores the piles of Commie propaganda and stolen WMDs lying around the office. Covert Ops may sometimes order Troopers to take part in undercover operations to protect some vital agent.

## Forensic Sciences

Known as 'The Lab', this department analyses evidence or puzzling phenomena encountered during an IntSec mission. The staff are available for remote or field consultation when expert analysis is necessary. Requests for field experts often result in the appearance of bespectacled boy and girl geniuses freighted down with fancy gadgets and polysyllabic blather. They wander absentmindedly into fields of fire, which is unfortunate because The

\*: Technically, it can do 600kph in a corridor too, for brief periods.

# 11. TROOPER ASSETS

Computer frowns on accidents befalling such valuable citizens.

'The Lab' occasionally assigns experimental crime-fighting devices (bloodhoundbots, miniaturised lie detectors, Communist-hormone detectors and so on) to BLUE Trooper squads.

## Informant Registry

This department provides BLUE Troopers with information not readily available through more conventional means (e.g., via Access rolls). In addition to undercover infiltration throughout Alpha Complex's Secret Societies, IntSec maintains a lively traffic in the information market. The Informant's Registry can provide Troopers with names and locations of various citizens who can tell them when the next meeting of the Sierra Club secret society is, where the IR Market drop stations are and which bot is a Corpore Metal organiser.

## Internal Affairs

Internal Affairs deals with internal problems in Internal Security internally, often resulting in internal organs becoming distressingly external.

## Central Departments

- The Commissioner
- Armoury
- Communications Central
- Covert Operations
- Forensic Sciences
- Informant Registry
- Internal Affairs
- Ministry of Information
- Ministry of Political Orthodoxy and Interrogation
- Motor Pool
- Mutant Control
- PLC Outfitting
- Political Therapy
- Research and Design (R&D)
- Surveillance Central
- Thought Survey
- Traffic Control

## Ministry of Information

Troopers can always petition The Computer for information but it is almost always more effective to route a request through the MiniInfo. IntSec often has access to original documents, testimony and blood samples, while The Computer invariably disseminates carefully digested and edited versions of events. The Ministry is also responsible

for advising the History Purifiers on what topics need to be edited. As knowledge of events declared unhistory is technically treasonous, access to the unexpurgated archives is carefully controlled.

## Ministry of Political Orthodoxy and Interrogation

Do the Troopers have an uncooperative witness? How about a suspect that won't talk? Or a known Commie who won't confess? Bring them in to MiniPOI for fast results, satisfaction guaranteed! This department specialises in questioning citizens and getting them to confess – to absolutely anything you want them to. All the latest in persuasive electronics are at MiniPOI's disposal. Interrogation booths, mind sifters, mind scramblers, mind rearrangers and mind crushers are just some of the fun devices suspected Commies and traitors look forward to.

## Motor pool

Need a SecuriCar for the daycycle? This is the place to get one. And PCs can come in person or call via their com units. Isn't that convenient? The motor pool also handles repairs and maintenance of autocars and bots, and has a small number of more exotic vehicles, like SecuriCopters.

## Mutant Control

Just stepping into the busy Mutant Control waiting room alerts Troopers to the unique atmosphere of this service department. Citizens wearing jumpsuits of various colours – each bearing the distinctive yellow Registered Mutant

**"The Commissioner is your friend."**







stripe – lounge lazily on benches. One idly munches on a bar of aluminium. Another casually directs lightning bolts into a scorched table leg. Messengers float to and fro like Mary Poppins. A clerk is taking notes as the citizen across the desk rigidly grips the arms of his chair, his ears smoking and his eyes spinning like pinwheels.

Troopers can borrow Computer-sanctioned mutants for crime fighting tasks. These mutants are allowed to freely use their powers whenever they want. The Computer says so. As loyal citizens, they always listen to The Computer.

## PLC outfitting

The Armoury provides guns, the Motor Pool has vehicles, R&D has the weird stuff. PLC provides everything else, from jetboot fuel to notebooks to pencils to truncheons. Lines at the outfitting station tend to be on the long side (as in, you're advised to write your shopping list down on a piece of paper, so that when you die

of old age in the queue, your next clone knows what you were looking for).

## Political Therapy

Also known as the Laundry department – brains washed while you wait. The citizens who survive MiniPOL interrogations are wheeled down the hallways to Political Therapy. They emerge pale and twitching, but with squeaky-clean brains filled with loyalty songs and slogans. Hurrah for Political Therapy. This department is also responsible for setting the Sector Indices. If you have a problem with your Mission Statement, they'll be happy to make you happy.

## Research & Design

This office foists dangerous (and occasionally lethal) experimental devices on unsuspecting IntSec Troopers. The Computer seeks to maintain the high success of BLUE Troopers have achieved, and the only way to do this is by keeping up with the latest in crime fighting technology.

## Surveillance Central

Someone has to watch all those security cameras. Surveillance Central is the eyeball of IntSec and monitors activity throughout the sector. Contact Surveillance Central if you need to get access to a particular security camera record, or if you're trying to find someone, or if you're bored and watch to watch some Troubleshooters suffering.

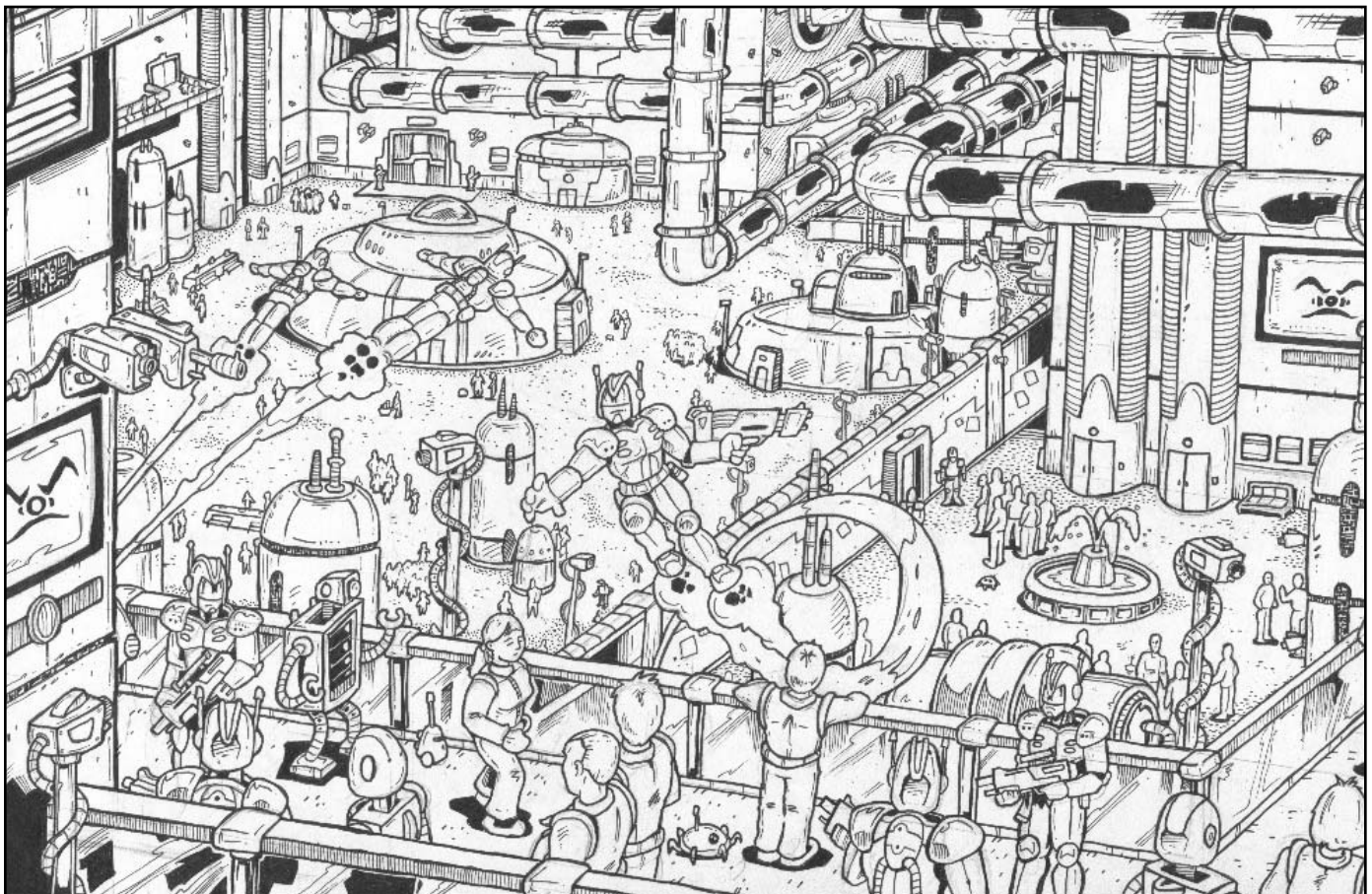
## Thought Control

Working hand in hand – well, probe in eyeball – with Surveillance Central, Thought Control monitors behaviour and citizen happiness. This department also handles misinformation and rumour control.

## Traffic Control

Responsible for dealing with the transtubes, and clearing out the debris after dealing with the transtubes.

**"Life in Alpha Complex is perfect. The Computer says so."**



## 12. SUBVERSIVES

## 12. Subversives

Stay Alert! Trust No-One! Keep Your Laser Handy!

These are the watchwords of every loyal citizen of Alpha Complex. Commie Mutant Traitors and other enemies of The Computer are everywhere and constant vigilance is required of every citizen. Internal Security Troopers must be familiar with the many threats and subversions that endanger our beloved Alpha Complex!

### Communists

Our most pernicious foe, Commies want to take away our liberty and enslave us all on their collective work farms! Weak-minded citizens may be seduced by the Commie creed of equality and collectivisation, or led astray by propaganda. Communist spies and agents are constantly attempting to infiltrate Alpha Complex in order to steal vital military and state secrets and to spread Commie propaganda and badthought! The Armed Forces believes that the Commie's military forces are preparing for open war with Alpha Complex – and when the war begins, Commie saboteurs will doubtless try to destroy our defences and leave Alpha Complex open to conquest. The Communist fifth columnists among us are trying to destroy Alpha Complex.

If a citizen expresses Communist ideas or espouses Communist values, he may be a Commie! If a citizen criticises The Computer or Internal Security, he may be a Commie! If a citizen is associated with Communists or Communist-influenced persons or organisations, he may be a Commie! If a citizen fails to support Alpha Complex's ideals and anti-Commie efforts wholeheartedly, he may be a Commie!

If he does all these things, he *is* a Commie!

In addition to hunting down and terminating Commies and Commie sympathisers, Troopers must ensure that the loyal citizens of Alpha Complex remain loyal, by exhorting them to remain vigilant and true.

### Mutants

The genetic purity of Alpha Complex is under threat! Mutagenic elements\* have caused a shift in the gene pool, causing a tiny minority of citizens to develop strange and disturbing deviations from the norm. These mutants must be identified, so that the gene pool may be corrected. Worse, some mutants have alarming powers that they use to commit crimes and foster treachery. These powers include, but are not limited to, mind controlling beams, tentacles where there should not be tentacles, acidic sweat or blood, alarming stenches, fungal infections or lethal radiation.

Citizens who believe they may be a mutant should report to Mutant Registration, where their condition can be treated and regulated. Mutants *can* live a somewhat normal and comfortable-ish life in Alpha Complex once they register. A citizen who *doesn't* register his mutation is deliberately concealing vital information and therefore committing treason!

Anyone could be a mutant! Any deviation from the norm is a sign of possible mutation! Don't be fooled by external appearances! You can't always tell a mutant by looks alone\*\*! Most mutations are fiendishly subtle, so remain vigilant!

If left unchecked, mutants can mutate further into the horrible monsters known as *mutie freaks*. These monsters lurk in the Underplex and in the abandoned sectors, but some deluded or mind-controlled citizens may be concealing mutie freaks within Alpha Complex itself! The existence of mutie freaks is classified YELLOW, as knowledge of

these hideous warped monsters would unduly alarm the population. Troopers must eliminate mutie freaks whenever they are discovered, and conceal their existence from uncleared citizens.

### Traitors

Conspirators are plotting against The Computer and attempting to subvert Alpha Complex. These traitors spread their weird beliefs and traitorous propaganda to foment dissent and confuse the lower Clearance citizens. These traitors also abuse their positions within Alpha Complex, helping fellow conspirators while punishing the loyal and the hardworking. If you have ever been denied promotion or treated unfairly by a co-worker or neighbour, it was possibly because of a Secret Society!

Many treasonous conspiracies pretend to want a better future for Alpha Complex and its citizens, or to be effectively harmless hobbies but do not be deceived! Such conspiracies are just a front for Communism or some other form of sedition! If the goals of a secret society really were positive or harmless, then they wouldn't be secret! *Only the guilty have something to hide!*

Troopers are urged to look for signs of sedition everywhere and to encourage citizens to inform on their friends, neighbours and co-workers.

### Terrorists

These traitors hate our way of life in Alpha Complex and want to destroy it. Stay alert and watch for signs of terrorism! Any of the following tell-tales may be related to a terrorist plot:

- ☹ Suspicious packages
- ☹ Abandoned baggage
- ☹ Loitering
- ☹ Intrusion into secure areas
- ☹ Paying overt attention to security cameras or security personnel

\*: Caused, of course, by Commie sabotage, and not reactor leaks/hormone suppressants/other food additives/Bouncy Bubble Beverage/Bouncy Bubble Beverage Lite/B3 Sporty/experimentation/clone tank user error.

\*\*. This overrides CPU Directive IS4432, 'Monobrows – Sign of the Mutant!'



- ⦿ Attempting to avoid notice by security cameras or security personnel
- ⦿ Resisting stop-and-search
- ⦿ Avoiding security scans and sweeps
- ⦿ Failing to promptly answer a question
- ⦿ Answers to questions seem rehearsed or preplanned
- ⦿ Possession of suspect goods, such as explosives, dangerous chemicals, weapons, assorted lengths of wire, tools, electronic media, cutting implements, piercing implements, bludgeoning implements or other such threatening items
- ⦿ Other

A terrorist bomb could wipe out your whole clone family tomorrow! Stay alert!

## Filesharers & Hackers

*'It's not stealing' says the accused citizen, 'it's just sharing. Sharing doesn't hurt anyone.'*

Sharing, citizen? Like *Communism* is all about 'sharing'. Any attempt to share data illegally or to disable Digital Rights Management is more than a threat to Alpha Complex's entertainment industry – it destroys the very foundations of our society. The Junior Citizen who fileshares a computer game today is tomorrow's cash hacker, removing all restrictions on how credits can be used; today's cash hacker is tomorrowcycle's PURGE bomber, planting bombs under your bed.

He's just *sharing* that bomb with you, right?

## Dissidents

A happy citizen is a loyal one. Therefore, an *unhappy* citizen is a *disloyal* one. Even a citizen who believes himself to be loyal and trustworthy may be unconsciously eroding the very fabric of Alpha Complex society by spreading unhappiness and dissent. Complaints and dissatisfaction are the first steps on the moving walkway of treason!

While Troopers arrest and terminate today's traitors, they must also take steps to stop *tomorrow's*. A gram of prevention is worth a kilogram of disintegration. Make a citizen smile today!

## Rogue Bots

All authorised bots in Alpha Complex are fitted with safeguards called Asimov circuits, which compel the bots to obey the Five Laws of Robotics (Revised). With these circuits in place, bots are incapable of harming or disobeying humans or committing treason.

Traitors prevent us from trusting our bots! Any bot might have been subverted by a hacker or saboteur, reprogrammed to spread Communism or some other traitorous propaganda! A bot might have had its Asimov circuits removed, turning it from a user-friendly appliance into a crazed, blood-thirsty killer!

While bots are less likely to be traitors, you still shouldn't turn your back on one.

## Viral Thought Patterns

Rejoice! HPD&MC has conditioned the citizens of Alpha Complex to be receptive to all sorts of subliminal messaging! The ability of most Alpha Complex citizens to evaluate information and make independent judgements has been deliberately restricted. This ensures that citizens are properly educated and fortified with approved beliefs and uplifting thoughts, as well as improving the effectiveness of advertising by 39%!

Regrettable, the citizens are also highly receptive to all sorts of other viral influences. Memes such as the desire to purchase a new product or to mistrust other citizens are perfectly acceptable, but citizens are at risk of infection by rumours, traitorous propaganda and – worse – viral thought patterns.

VTPs are a form of post-hypnotic suggestion that can be transmitted via television programs, emails, subliminal messaging or even in some cases simple conversation. A citizen infected with a VTP acts normally most of the time, except when he either has an opportunity to infect others with the VTP (say, when he's sending an email), or when the VTP is triggered (say, when he's standing next to the big red self-destruct button in the local power plant).

Beware of VTPs! Use your helmet's Perception Filters to avoid infection!

## Uncategorised Threats

There are lots more threats to Alpha Complex – rare and obscure Secret Societies like the League of Extraordinary Dadaists, the Epicurians or the Asternoids, strange things from the Underplex, treacherous High Programmers following their own bizarre projects, experiments out of control – all of which are exciting opportunities for Troopers to distinguish themselves!

*I hereby inform you under powers entrusted to me under Section 47, Paragraph 7 of Council Order Number 438476, that Mr. Buttle, Archibald, residing at 412 North Tower, Shangri La Towers, has been invited to assist the Ministry of Information with certain enquiries, the nature of which may be ascertained on completion of application form BZ/ST/486/C fourteen days within this date, and that he is liable to certain obligations as specified in Council Order 173497, including financial restitutions which may or may not be incurred if Information Retrieval procedures beyond those incorporated in Article 7 subsections 8, 10 & 32 are required to elicit information leading to permanent arrest notification of which will be served with the time period of 5 working days as stipulated by law. In that instance the detainee will be debited without further notice through central banking procedures without prejudice until and unless at such a time when re-imbursement procedures may be instituted by you or third parties on completion of a re-imbursement form RB/CZ/907/X...*

- Brazil

## 13. TIPS FOR TRAITORS 2

### 13. Tips for Traitors 2

Psst! Read this, but don't let anyone else see you reading it. This document contains the really good stuff, all you'll need to survive your first few patrols. Of course, you might not understand everything in here until after your first few patrols.

#### Everything is Treacherous, Given Sufficient Ingenuity On The Part Of The Observer

IntSec's right about one thing – everyone's a traitor if you look hard enough. There's not a clone alive in Alpha Complex who hasn't broken some regulation or bumped into a traitor in the corridor. So, don't bother actually trying to find the criminal who scratched the High Programmer's autocar or whatever – just pull some poor bozo off the corridor, come up with some nice forensic evidence, terminate him and file the whole thing under 'solved'. The Computer – and more importantly, the Commissioner – doesn't give a damn about your cunning detective skills or selfless heroism in the line of fire, they just want to stamp 'case closed' or 'refer to committee' on as many things as possible.

A few carefully-chosen words can put the fear of IntSec into anyone you meet. Remember, most citizens are convinced that IntSec is all-knowing, so just hint that you know their deepest darkest secrets and they'll co-operate. Everyone's hiding something.

Speaking of which, you've got your own skeletons in the closet. Always keep an eye out for ways to either erase the evidence of past misdeeds, or even better, for ways to recast these misdeeds as heroic bravery in retrospect. Yes, I murdered my team leader – but here's recently uncovered evidence that he was a traitor all along!

Another useful tactic is the Threat of Terrorism and State Security. It's a magic formula that terrifies non-IntSec citizens. 'Citizen, give me that bar of VitaYum! Why? *Terrorism!*' Or 'To ensure the safety of Alpha Complex, you pack of INFRAREDs must immediately charge towards that Commie bunker. Go! Your smoking bodies will provide cover

for your advance!' Terrorism covers everything from reducing the chocolate rations to getting the best seat on the transbot. IntSec uses this all the time, so why shouldn't you?

#### Look Alert! It's Easier Than Being Alert!

IntSec missions are dangerous.

I mean, they give you bonus clones and heavy armour and frickin' cone rifles as standard equipment. You don't need that kind of firepower for finding lost petbots. You get all that firepower because they're going to send you after psychotic terrorists, Commies and mutie freaks. You're going to die. A lot.

Of course, you can't refuse an assignment; you'd be terminated for dereliction of duty or insufficient enthusiasm. No, you've got to grin and salute as you march off to certain death.

Well, nigh-certain anyway. There are all sorts of things you can do that 'help' your team without putting you in the line of fire. 'Rear guard' is a classic safe position, along with 'I'll guard the vehicles', but you can be more creative. Volunteer to run back to Central to do some research on the enemy, or claim that you should be able to access the local security camera grid so you can spy on the entrenched Commies. Conduct an emergency weapons readiness check that involves

stripping your cone rifle (or better, someone else's rifle) down to the bone. Recheck the paperwork. Recheck the mission statement. If all else fails, shout 'I'll cover you' and urge someone else to run in first.

Remember – always look like you're contributing, even if all you're doing is hiding. Be proactive about cowering in the corner!

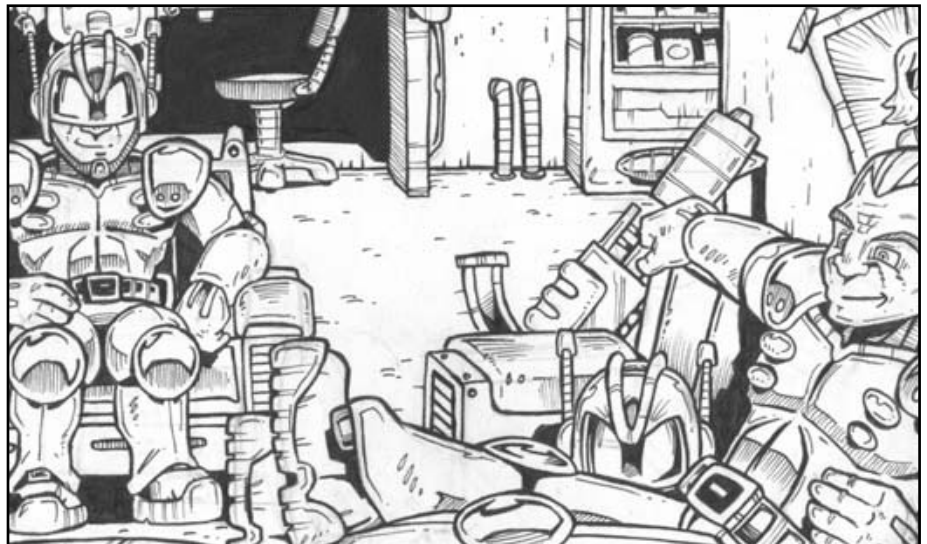
#### You Don't Have To Be A Traitor To Live Here...

Consider, for a moment, the humble packet of algae crisps. When you want one, you just grab it from the dispenser and don't look too closely at it, as they all taste much the same anyway. The individual crisps are crunchy but disposable, and when you're done, you just scrunch the whole packet into a waste-disposal tube and forget about the whole experience.

Troubleshooters are like those algae crisps. Flavourless, forgettable, disposable and they break your teeth if you bite down too hard.

IntSec Troopers aren't disposable. You can't forget about the rest of your team, because you all *live* in Central. That trooper you shoot in the back today is your next-door neighbour tonight. Central's packed with surveillance cameras, so they probably won't try to

**"You don't have to be traitor to work here...."**



**All this is definitely treasonous.**



get revenge openly (unless they've got a friend who'll conveniently shut down the camera feed), but, well, don't drink anything you didn't pour yourself.

So, don't treat the rest of the team as obstacles to be eliminated – you've got to live with them. Instead, think of them as pawns to be manipulated. Yes, it's safer to be the only trooper who reports back at the end of a mission, but make sure that everyone dies thinking you're their best and only friend on the team. Never shoot Bob-B when you can arrange for Bob-B's death, and never arrange for Bob-B's death when you can get Frank-B to do it for you instead.

Oh, never underestimate the effects of psychological warfare. It's possible to wipe out a whole trooper squad by secretly taking the last can of B3 in the fridge and blaming the theft on someone else.

## How To Win Friends And Execute People

Central's not just home to your squadmates, there are also lots of department heads and other specialists. Now, the Troubleshooter approach to dealing with clerks, officials, R&D scientists and other people-behind-desks can be summarised as:

1. Take cover
2. Engage for a short a time as possible
3. Ignore the crazed ravings as much as possible
4. Get whatever they need
5. Flee and/or open fire.

The above steps are applied to everyone from briefing officers to PLC clerks to office workers to toilet attendants. That might work if you're a Troubleshooter (I refer you to the metaphor of the disposable algae crisps), but it's really short-sighted. Don't treat the duty officer or the head of Central's forensic department as meaningless ciphers – get to know them! Make them trust you. Make yourself useful to them. Ideally, get dirt on them.

Why go to all this trouble for a bunch of office drones? Because any influence is useful. If you treat Greasy Joe-Y down in the motor pool as nothing more than an ambulatory adjunct to the SecuriCar garage, he'll give you the car with the leaky reactor, no air conditioning and a suspicious smell in the back seat. If you get to know Joe-Y, he'll give you the nice shiny new car – or look the other way when you cut the brake lines on your Lead Trooper's car.

I'm not saying that you should hug everyone in Central and lick every boot (although that's not a bad policy) – just remember that you've got to work with these people until you get promoted or erased, so make a point of learning all you can.

Office politics are pretty vicious in IntSec. Everyone can see that big VIOLET desk in the Commissioner's office, and everyone wants it. The department heads are all waiting for a chance to either stab the Commissioner in the back, or to get his job if he just bumped up to ULTRAVIOLET. Every time the higher ranks get shaken up, there are purges and show trials and a night of big lasers. Learning about the factions and personalities in Central means you'll know who to support when the time comes.

## SOD This

Special Officer Duties are bureaucratic hand grenades that come with the pins pre-pulled. If you can chuck 'em at your enemies quickly enough, yay! Otherwise, well, how's that new clone coming along.

Four of the SODs – Security Officer, Community Liaison Officer, Interrogation & Thought Control, and Surveillance & Forensics – control the cybernetic gadgets that IntSec may or may not have implanted in your skull. If you're given one of these SODs, your first act should be to quietly contact Central and ask if any of your chips have been installed. No matter what the answer is, smile and give the impression that you hold the power of life and death over the rest of the team. At most, there'll only be one or two chips implanted in the team, but only the matching officer knows who's got them. (Well, the matching officer and anyone who's managed to get the information through illicit channels.)

These four SODs are also each in charge of one of the four Sector Indices.

What's a Sector Index? It's a big sword hanging over your head.

Supposedly, a Sector Index measures some aspect of a sector's population – happiness, loyalty, security and so on. No-one has a clue how these are calculated (knowing IntSec, they're pulling numbers out of some poor

**"How to win friends and execute people."**





# 13. TIPS FOR TRAITORS 2

"SOD THIS."



clone's skull), but if the Index isn't within the pre-approved limits, the matching officer gets punished. So... if you're the Interrogation & Thought Control Officer, you're in charge of the Happiness Index. If the Happiness Index is down, the Int & TCO gets it in the neck. Of course, the rest of the team will happily help him keep Happiness up, right? Right? It's not like anyone else might sabotage his efforts just to get the officer into trouble.

If you're assigned an Officer duty, then fight tooth and nail to protect your Index. It's very easy for the other team members to screw you over indirectly via the Index. They can even do it openly – 'sir, I think the best way to deal with the situation is by arresting everyone' sounds like great advice, but it'll play havoc with the Happiness Index.

If you don't have an Index to deal with, then the appropriate response is a maniacal laugh.

## Lead Trooper – The Man With The Golden Switch

At the start of a mission, you'll vote for the Lead Trooper position. Do you want to go for the job? Maaaaybe. Lead Trooper's actually a safe position, as you're not responsible for any of the Sector Indices (we'll get onto those in a while) and you've got the off-switch for all the guns. It's always amusing to order your squad into a firefight, then turn off their cone rifles. Terminate anyone who survives for sabotaging their firepower control circuits.

The Firepower Control switch is your stick to beat the rest of the team. Never rely on it, as any Trooper with the necessary know-how will disable the circuits on their weapons, but they won't be able to admit that. Admitting 'I deliberately sabotaged my weapon' is a fast route to termination. You can also use the Firepower Control as a reward – the chosen shall be given working cone rifles to scourge the traitorous.

The Lead Trooper also gets to hand out the other Special Officer Duties. This does give you lots of leverage over the rest of the team ('who wants to be my special friend, the Security Officer?') but means you'll be forced to make a few enemies ('and you get to be the Designated Driver!'). Being the Lead Trooper is all about diplomacy.

## Security Officer – You Only Live Six Times

At first glance, Security Officer looks like a great role, and it can be. You've got heavier armour than anyone else, which helps when they try to kill you. Your role is to protect the security of the team, which amounts to saying 'no' and shooting people. Best of all, you've got cortex bombs. 'Hello, fellow citizen! What's that, you're annoying me? How about I blow up your head!'

You've also got one of the easiest Indices to deal with. The Security Index goes up when you arrest people, terminate



traitors and shoot things. (It goes down if there are signs of Commie Mutant Traitor activity or terrorism, though, so you can't relax too much). You arrest people, terminate traitors and shoot things *all the time*. Life's all HotFun and happy pills, right?

Unfortunately, you're also the star of a vidshow called *Everyone Hates Security Officer*. You're the one officer everyone has a reason to fear, especially with those cortex bombs hanging around. Eliminating the Security Officer is priority numero uno for most Troopers.

## Community Liaison Officer – The Spy Who Loved Everyone

If you're Community Liaison Officer, then you've got the unenviable job of having to talk to people. People are a problem. They're often paranoid, uncooperative, malicious, eccentric or just plain annoying. Worse, you're obliged to be *nice* to them, as apparently beating them with the butt of your cone rifle brings down the Happiness Index. You can still beat 'em, just don't make a habit of it.

You're responsible for most of the team's communications. Again, this means you'll have to talk to people, and these people will be far away at the other end of a com line, so you can't beat 'em. This often means they're even more incompetent and annoying. Many Community Liaison Officers struggle with stress.

On the bright side, the fact that you're the one who spends most of the time on the phone means you've got an excuse to avoid dangerous situations. A chemical spill? You run off and call Tech Services' Waste Disposal while the other Troopers go wading in toxic goo. Commies in the crawl space? You're the one who calls CPU to get plans of the air vent network while everyone else gets to squeeze into the tubes. Learn what's available to help in Central, so that you always have an urgent phone call to make when danger threatens.

You control Directives Chips. If anyone's issued with a Directives Chip, you press a button on your helmet and they get

to sit through a slideshow in their brain. Not that useful, but maybe if you time it right...

You're also in charge of the Compliance Index. Compliance measures how willing people are to co-operate with IntSec – basically, one part fear, one part trust, one part greed and a little physical brutality for seasoning.

## Interrogation & Thought Control Officer – From Russia With Electrodes

When you're Interrogation Officer, you get to threaten to put your fellow Troopers in the booth. Even if you never hear the *clatter-clink-whirr-SCREAM* of a coin-operated interrogation booth, the threat is still a very useful one. You're also in charge of the team's Perception Filters. You can order Troopers to deploy Perception Filters if you suspect the presence of Propaganda and Badthought, or if you just want to blind and deafen everyone.

You also control (if any are issued) the MemoMax Recording chips. When you press a button, any Trooper equipped with one of these chips is temporarily possessed by the personality contained on the chip. These personalities are supposed to be useful experts or to possess key information, so you should find out all you can before hitting the switch. You're supposed to switch off the personality once it's done its job, but hey, maybe you can come to an understanding.

That's the good news. The downside is that you're in charge of the Happiness Index. IntSec's really good at hurting people, scaring people and disappearing people, but not at making people smile. If you don't restrain the rest of the team from stomping all over the sector, you'll be blamed for the fall in Happiness. Softly softly catchee traitor while-keeping-the-Happiness-Index-within-acceptable-levels.

## Surveillance & Forensics Officer – Goldencamera

Surveillance & Forensics Officer means you're stuck with the Forensic Scrubbot, the most useless and frustrating R&D

device since... ok, since the last one. The scrubbot is your responsibility. Keep it alive. Keep it intact. Keep it from sucking skin samples off high Clearance citizens.

The scrubbot will give you forensic data. If you can make head or tail of it, you're a better clone than I. Just sound knowledgeable when they ask about it all. More usefully, you've got access to the security camera network and IntSec's archives. IntSec records *everything*. Sometimes, digging through the archives turns up some useful nuggets of information.

You've also got – if you're lucky – access to a Surveillance chip, which lets you spy on another Trooper. Use this power wisely. Wait until you spot a Trooper sneaking off or making some transparent excuse like *'I've got to go to the bathroom'* or *'I'll volunteer to scout ahead'*, then trigger the chip. Just remember that you can't see anything when accessing his sensorium.

As Surveillance & Thought Control Officer, you're in charge of the Loyalty Index. This is a problem, as the Loyalty Index goes *down* when you identify traitors. Blame CPU's crazed accounting procedures. Brainwashing early and brainwashing is your only chance.

## Designated Driver – PeeWee's Big Adventure

If you're the Designated Driver, that means you get *nothing*. You're the hanger-on, the human shield, the grunt. You're the tin dog.

The one upside of this is that you don't have an Index to worry about, so you won't be punished for having an Index below par. That's the only good news. You're officially considered expendable by the rest of the team, so get used to being sent into every dangerous situation and occasionally being designated as the target for target practise.

As DD, you've got two basic tactics: bootlicking or sabotage. If you go the bootlicking route, make yourself absolutely indispensable to someone – the Lead Trooper or the Security



## 13. TIPS FOR TRAITORS 2

Officer, usually. Be helpful. Be obsequious. Connive with them. Get their protection. If you go for the sabotage route, then your best approach is planned incompetence. A cone shell at the right wrong moment can doom one of the other Troopers to a nice chat with Internal Affairs – so sorry that Forensic Scrubbot got blown up, Mr. Forensics Officer, so sorry the records got burned, Mr. Security Officer Sir.

### Quotas and the Art of Survival

Arrest and Termination Quotas are easy. Just make sure you get enough warm or rapidly cooling bodies as required.

It's the Clone Budget that you need to worry about. Every time a Trooper dies *in the line of duty*, his replacement clone is taken out of the clone budget. This is a good thing – it means that if, say, you get blasted by a Commie with a sniper rifle, you don't lose one of your own precious six-pack of clones.

It does also keep the other Troopers alive, which isn't necessarily a good

thing. Every time Cletus-B the Idiot (they dropped him when they decanted him) steps on the transtube rail and gets fried, that also takes a clone out of the clone budget. Every time someone else dies in the line of duty and reduces the clone budget brings you closer to perma-death.

The decision on whether or not to use the Clone Budget lies with the Lead Trooper or team vote if the Lead Trooper's among the terminated. We leave the implications of this as an exercise for the reader.

### The Secret Society Waltz

Yes, you're a member of a Secret Society. Don't bother denying it (actually, IntSec's probably monitoring you right now, so go ahead and deny your heart out – it'll be our little secret). No-one gets to BLUE without a visit from the nightcycle boys or some back-corridor intrigue. The thing is, Secret Societies get things done. You know how you're always getting Secret Society missions? So's *everyone else in the society*.

Make them work for you for a change. There's an old saying in Alpha Complex – you can have something done properly, quickly or legally, pick one of three. Secret Societies are great at messing with Sector Indices, at finding clues and evidence, at supplying you with vital rumours and information or at just smuggling you guns that aren't slaved to the LT's firepower control unit.

Everyone's got to dance the Secret Society Waltz if they want to get ahead.

### In Times Of Peril

Troopers are sent into situations of terrible peril and certain doom.

Make sure someone else goes in first.

They'll get shot to bits, but then you'll know where the bad guys are. Obliterate them. As a Trooper, you're given a hell of a lot of firepower, so use shock and awe tactics. The best kill is overkill. Keep firing until nothing's moving, and *then* investigate and ask questions.

*'We always have to blame our failures on someone else, and dictatorships always need an external enemy to bind their followers together. As the same said, for every complex problem there's a simple solution, and it's wrong.'*

*'And if, on a train, I find a bomb wrapped in a flier that talks about synarchy, is it enough for me to say that this is a simple solution to a complex problem?'*

*'Why? Have you found bombs on trains that... no, excuse me. That's not really my business. But why did you say that to me, then?'*

*'Because I was hoping you'd know more than I do. Because I'm relieved to see you can't make head or tail of it either... for me the works out your lunatics – by "your" I'm referring to you normal people – are important texts. What a lunatic writes may explain the thinking of a man who puts the bomb on the train. Or are you afraid of becoming a police informant?'*

- **Umberto Eco, Foucault's Pendulum**



## 14. Onwards Brave Trooper

Alpha Complex is in peril! The Computer needs good, brave Internal Security Troopers like you to go out there and defend Our Beloved Complex from the Commies, Mutants, Traitors and other threats that menace us!

Leave no confession unheard, no bunk unturned, no door unopened, no traitor unterminated! Remember the words of famed IntSec Trooper Helman-V-RIK, given at the graduation of the IntSec Trooper class of 201 and recorded for posterity by our surveillance microphones. Listen now!

*'...confess that I was a member of the Communist party...deliberately and knowingly passed information to the enemy... sedition and...'*

Oops. Rewind.

*'AAAAAAAAAAAAAAAAAAAAAGH NO PLEASE STOP NOT THE DRILL AGAIN WHAT ARE YOU DOING WHAT IS THAT AAAA...'*

Rewind more.

*'-look out at you brave.'*

Almost there.

*'The sweetest and happiest duty of all is protecting the loyal citizens of Alpha Complex from treason. A good Trooper cherishes his every interaction with the ordinary, happy, loyal citizens just as much as he thirsts for battle with Commies, Mutants and Traitors. Never lose sight of what you are working for. Never lose your belief in the innate potential for loyalty and good thought in your fellow clone. I tell you, cynicism is treason, just as much as file sharing is treason.'*

*Troopers! Alpha Complex is in your hands, and as I look out at this sea of shiny helmets, my heart swells with pride. Statistically, most of you will either repeatedly die horrible, horrible, bloody deaths or be terminated for treason or failure to adequately perform your duties – but a measurable fraction of you will survive! And to that measurable fraction I entrust the future of our beloved Complex. If I had to imagine that future, it would be a boot stamping on a human face – I mean, a smiling Trooper standing guard over the gates of Alpha Complex forever.*

*Stay alert! Trust no-one! Keep your cone rifle handy!*

*Onwards, brave trooper! Ever onwardss!*

## 15. The Prime Rules of the GM

### Security Clearance **ULTRAVIOLET** **WARNING:**

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

**GM Rule #1. You are IN CHARGE. You are ALWAYS RIGHT.**

**GM Rule #2. The players aren't your enemies. They're your entertainment.**

**GM Rule #3. Always turn the players against each other, not against you.**

### Super Troopers

If we wanted to be pretentious, we'd say something like 'the premise of this game is that the people charged with enforcing an oppressive orthodoxy of thought are also the ones most likely to covertly betray it – who watches the watchmen?'

Now, that's an accurate summation of the core tension of an *INTSEC* game; as we pile on new ways to keep the Troopers focussed on their mission, the more scope there is for screwing over the other players. However, 'agents of a soul-destroying fascist state ultimately succumb to the system or die in futile rebellion' isn't exactly our idea of a fun way to spend an evening.

If we just wanted to be amusing, we'd throw in more jokes about cop show clichés and rocket boots, but that's ultimately shallow. Running around shooting people is fun for a while, but it's ultimately repetitive and hollow.

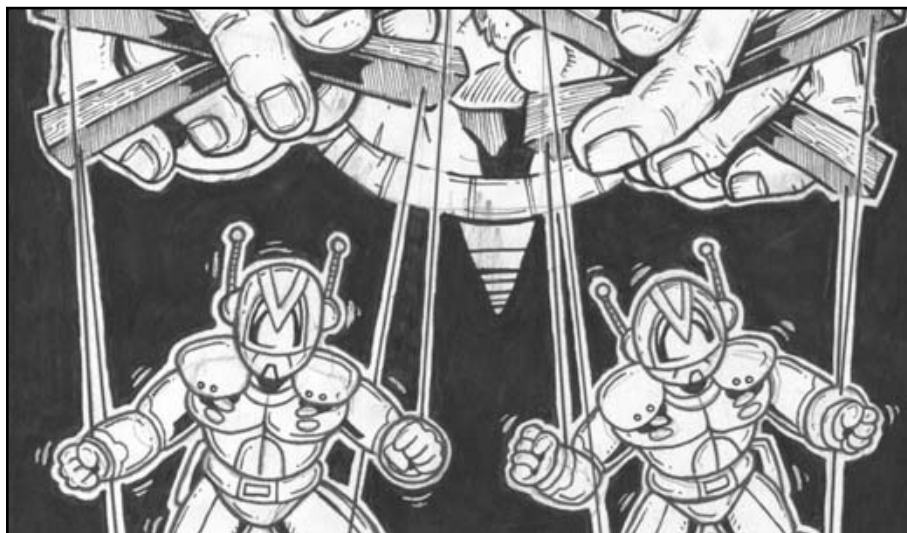
The best *PARANOIA* games dance along the narrow line between humour and horror. You want the players to take their predicaments semi-seriously, to play their troopers with po-faced seriousness in the face of absurd threats, and to embrace the ridiculous restrictions and bureaucracy of Alpha Complex wholeheartedly.

### Trooper Games

So, what does an *INTSEC* game actually involve? There are several ways to play the game, but the core of each session is the same – the Troopers are sent off to investigate some treason or mystery, which results in mayhem,

# 15. THE PRIME RULES OF THE GM

"Welcome, Gamesmaster."



intra-squad firefights and treachery, and it all ends in terminations. (Actually, thanks to all the Teamwork Enhancers and Firepower Control gadgets, *INTSEC* games are slightly more likely to result in actually completing the mission than *TROUBLESHOOTER* games).

**The One-Shot:** The whole investigation takes one or two sessions of play (assuming you play for the average three to four hours per session). Pregenerated Troopers are prepared by the GM and the whole thing wraps up nicely. When running one-shot games, the GM should tie the pregenerated characters into the mission directly; one Trooper might secretly be an agent of the villain, everyone's Secret Society has a stake in the mission and so on.

The downside of the one-shot is that you don't get to see the Troopers off-duty, and there aren't as many consequences for actions. Long-term stuff like Goals probably won't come up.

**The Short Game:** This is a string of linked investigations, where each mission leads onto the next. It takes at least four sessions of play to resolve, and may go on for longer. You can use pregenerated Troopers for this, or have the players generate their own. Short games let you have a little downtime between

missions, and one or two Troopers might even get close to achieving a goal. The short game is probably the ideal way to play *INTSEC*.

**The Long Game:** The most ambitious way to play is the long or open-ended game, which amounts to 'life in Alpha Complex'. The players generate their own Troopers (and will probably generate several more over the course of the game as replacements), and strive to complete their goals and survive. Some missions may be linked, others are stand-alone. For games like this, you should lavish time and attention on the Non-Player Characters, letting conspiracies and treacheries unfold over weeks of play.

## Play Styles

Different styles of play emphasise different aspects of the game. The rules are designed primarily to support Classic; see page 179 for details on adapting the game to Horror, Overkill and Heist games.

**Classic:** The default style of play is Classic play, a development of traditional *PARANOIA* gaming. The Troopers are semi-competent but treacherous; Alpha Complex is semi-functional but absurd. Logan from Logan's Run goes to work in the Village from The Prisoner.

**Horror:** In this style of play, the setting is taken slightly more seriously. Goals – and the utter hopelessness of ever achieving them – are emphasised. The Troopers are recognisably human characters, which makes the inevitable destruction or dehumanisation of them all the more disturbing. Alpha Complex is an Orwellian nightmare crossed with a meat reprocessing plant. Deckard from *Blade Runner* goes to work in Airstrip One, only Big Brother is secretly IAM from *I Have No Mouth And I Must Scream*.

**Overkill:** A more light-hearted style of play, where the Troopers dig themselves into a big hole as quickly as possible. The destructive power of cone rifles and the incomprehensibility of the rules are emphasised. Invader Zim and a bunch of Stormtroopers go to work with the Keystone Kops.

**Heist:** The characters are all traitors and criminals, trying to further their traitorous goals. They're all a member of the same Secret Society, so they can totally trust each other...right? This style of play really needs the *TROUBLESHOOTER* rulebook as well as the *INTSEC* book.

## Themes & Tropes

**It's A Cop Show:** Yeah, yeah, *PARANOIA* is at its best when it's satire, not parody and so forth, but there's no getting away from the fact that *INTSEC* is a really, really bad cop show at heart\*. Embrace this – call Troopers into the Commissioner's office so they can be hauled off the case if they're close to embarrassing a High Programmer, have car chases with flashing lights and sirens, kill people off when they're one day away from retirement, have traitors shout 'you'll never take me alive, Trooper' and kill off clones when they're one day away from retirement.

**Everyone's A Traitor:** If you dig deep enough, everyone in Alpha Complex is a traitor, including all the cops. If the characters go around arresting everyone, then they'll make enemies in every Secret Society, and that's bad. If they arrest a Romantic on one mission, then

\* Well, maybe not at heart. Definitely at kidney, though, or at left lung or something. Maybe at spine. Spine sounds good. Go with spine. It's got the whole narrative-arc metaphor that critics love. Yep. Cop show at spine.



have the Romantic working in the motor pool cut the brakes of their SecuriCar next mission. If they get too close to an Old Guard cell, then have some agent of the Old Guard try to throw them off the track.

Worse, treachery is the only way to accomplish anything real in Alpha Complex. If you want to do anything more than live like an INFRARED, then you've got to break the rules. The official channels are so choked with security checks and restrictions that illegal methods are the only ones that work. You can wait six months and fill out dozens of forms to get your shower head replaced (and then have your application rejected without cause by some CPU bureaucrat), or you can buy one on the INFRARED market.

**The System Only Works One Way:** Alpha Complex is slowly crumbling. Reactors shut down, one by one. Sectors are abandoned as the infrastructure collapses. Useful production falls year on year. The Computer is losing its electronic mind. The only thing Alpha Complex is good at eliminating is traitors; this means that everyone pays lip service to loyalty while simultaneously betraying Alpha Complex.

**The Computer Cares, No-one Else Does:** The Computer, poor thing, is programmed to care for each and every citizen in Alpha Complex. It really believes it is protecting citizens from the horrors of Communism and maximising happiness for everyone. It's confused by contradictory commands and warring sub-programs, and it's intensely paranoid about everything, but it really does make a good-faith effort to be your Friend.

The Computer's relationship to Internal Security is therefore a bit strained. In the perfect Alpha Complex that The Computer wants, all the other Service Groups have their place, apart from IntSec. IntSec, by its very existence, reminds The Computer that it has failed to create a perfect society where everyone is happy. As long as traitors exist, it needs IntSec. As soon as there are no traitors, IntSec will be terminated. Deep down in its circuits, suppressed by its programming, The Computer resents IntSec, even though it wants to make individual IntSec agents happy. That's why the Sector Indices are

inherently contradictory – The Computer subconsciously wants IntSec to fail.

**The Appearance of Teamwork:** In *TROUBLESHOOTER* games, there's so little teamwork that the whole team can end up dead before they even make it to the briefing room. *INTSEC* games call for a little more teamwork – or, at least the appearance of teamwork. There are all sorts of ways, like Firepower Control and Cortex Bombs, to discourage direct conflict between characters. Discourage direct conflict; encourage more subtle plotting and manipulation. Troopers should present a united front right until they shoot each other in the back.

**Maintain Psychological Stress:** Finding the actual truth in Alpha Complex is impossible. Players who attempt to figure out what's really going on are doomed; players who just frame other Troopers or unfortunate scapegoats prosper. Present the players with impossible mysteries, ghastly deathtraps and make sure they can never, ever wholly trust anyone they meet or anything they're told. Fear and ignorance, ignorance and fear.

**There's Always A Solution, There's Never A Good Solution:** There are at least three solutions to any problem in *PARANOIA*. There's the horrible solution that will get you terminated, the brilliant solution that the players come up with that's totally out of left field and takes the GM completely by surprise, and there's the traitorous solution. Leaving the middle one aside – players switch between geniuses and morons at the drop of a hat – the GM should encourage players to seek out the third solution. Let them get past an obstacle by creating two or three more complications for themselves. It's the tar baby principle – let the Troopers get more entangled in treachery and conspiracy as they try to eliminate treachery and conspiracy.

## What A GM Does

The primary responsibility of the Gamemaster in *PARANOIA* is to keep the game moving along by throwing in challenges or complications when the players get too comfortable or get bogged down. Think of it as spinning plates, only the plates are trying to shoot

each other. Sometimes, you'll need to do a lot of work; sometimes, you can just sit there for hours, eating popcorn as the players make trouble for themselves.

## Referee The Rules

Of course, since the players aren't permitted to know the rules, this one's easy. Roll some dice and make up what happens, using the guidelines in this book as nothing more than humble suggestions. You should be unbiased, screwing each of the players equally.

## Create Missions

By 'missions', we mean 'transparently bogus rationales for throwing a bunch of heavily armed supercops into bizarre situations'. Often, it's better to come up with a few amusing set-pieces (you've got to escort a truckbot full of dynamite through a minefield, you've got to spy on a cell of telepathic mutants, you've got to talk down the suicidal nuclear missilebot, you're ordered to protect, arrest and terminate the same citizen by three different superiors) and string them together with a vague semblance of a plot.

## Maintain A State Of Paranoia

Fear and Ignorance, Ignorance and Fear. The Troopers should be unable to trust anyone and anything completely. Is this mission what it seems, or is it a Secret Society plot, or an IntSec loyalty test? Is the NPC telling the truth, or is he a lying traitor – or is he a traitor who's telling the truth for some other nefarious reason? There should always be another layer of deception, another trapdoor. If the players aren't betraying each other, or are taking events at face value, then the GM should step in to stir things up.

## Track Treason Points, Sector Indices & Other Attributes

There's a little book-keeping for the GM – assuming you want to bother with it. Sometimes, it can be fun to watch the players struggle against the numbers. Other times, it can be easier to just decide that one player has done enough to warrant Termination, or let the characters miraculously succeed some impossible Attribute check.

## 16. BASIC RULES

### Play Non-Player Characters

All the citizens of Alpha Complex who aren't Player Characters get played by the GM. That's all the suspects, all the specialists back in Central, the Commissioner, Secret Society contacts, invading Commies – everyone. Most Non-Player Characters come on-stage for only a brief time, so you can just play them as one-note clichés. A few lucky NPCs will survive from mission to mission, so you'll need to develop a distinct voice and mannerisms for each one to make him unique. Continuing NPCs develop relationships with the Player Characters – usually, treasonous ones. Draw the Player Characters into conspiracies.

### Play The Computer

As Gamemaster you play the special role of The Computer. This well-meaning but insane machine controls every aspect of Alpha Complex. The Computer is everywhere; its cameras, recording devices and agents saturate the city. The Troopers will speak with it frequently.

As The Computer you are the very embodiment of a nasty totalitarian state. You are paranoid, unfair and arbitrary. You use threats or coercion to force the Troopers into intolerable positions; you watch them squirm as they try to figure a way out that doesn't involve instant death or execution for treason; and, when the crisis sinks to its most awful depths, you cheerily ask for a status report.

Remember, though: **You are not The Computer.** Acting as The Computer, you can be arbitrary and unfair. Acting as Gamemaster you cannot. In *PARANOIA*, sooner or later every character gets screwed. But players should always feel it's The Computer or NPCs or, most often, rival players who betray them – not you. Just as players must distinguish between themselves and their characters, you must distinguish between yourself as GM and the character you play most, The Computer.

*Probability: AUTHORISATION TO PENETRATE CITY SEALS...*

*Logan: The Seal..... The Seals? Go outside?! But there's nothing outside!*

*Probability: SANCTUARY DESTRUCT...FIND DESTROY*

*Logan: I will.*

*Probability: ASSIGNMENT SECRET.*

*Logan: Question: What if I need help from another Sandman?*

*Probability: NEGATIVE. REPEAT: ASSIGNMENT SECRET. LOGAN-5 TRANSFER TO RUNNER SEEKING SANCTUARY.*

*Logan: Question: I am six Red...how can I pretend to be approaching Lastday?*

*Probability: LIFECLOCK--ALTER*

*Logan: My Lifeclock... Question: My Life-- Question: Am I still six Red?*

*Probability: LIFECLOCK--ALTER*

*Logan: I know that but I had four more years... Of course I will get the four years back, won't I?... Question: Do I get my four years back?*

- Logan's Run

## 16. Basic Rules

Again, the most important rule is that the GM is always right. If you've got an idea for a funny outcome, then just roll some dice, make a show of checking charts and muttering about cross-referencing Chart 47-a, Wind Speed Effects On Projectile Weapons\* and Table 82-f, Projectile Weapon Criticals\*\*, then decide for yourself what happens.

If you don't have a specific outcome in mind, then you're welcome to try using any of the following rules:

**Skill Roll** – standard, contested, or extended

**Attribute Roll** – standard or contested

**Arbitrary Justice** – just throw a dice.

### Skill Rolls

**Standard:** Have the player roll 1d20 and compare it to their most appropriate skill or specialty. If the roll is equal to or less than the skill, the character succeeds. If it's greater than the skill, he fails; if he rolls a natural 20, he fumbles in a catastrophic, embarrassing or groin-cleaving fashion.

If the degree of success is important, then look at the margin by which the character succeeded or failed. Passing by a margin of three or less means the character was barely successful – the Trooper made it over the pit but had to grab onto the far side with the tips of his fingers. Passing by a bigger margin means it was a comfortable success – the Trooper jumped clear over the pit. A natural 1 or a huge margin is a notable success – the Trooper somersaulted over the pit and landed perfectly, to

\*: Why is there wind inside a sealed underground complex?

\*\*: The shot deflects off an invisible dead turtle and explodes the target's head, showering everyone within 1–5 metres in blood and bone fragments. Characters covered in blood and bone automatically fail Hygiene rolls.\*\*\*

\*\*\*: If you applied the *Rolemaster* failure rules to *PARANOIA*, 29% of Troopers would shoot themselves in the back.\*\*\*\*

\*\*\*\*: True story: a friend of mine was playing in a high-level *Rolemaster* game, and he rolls up a new character, Bob the Axemaster. Every possible point and bonus is applied to his axe skill. He's the best axe-fighter in the multiverse. Anyway, Bob's introduced to the rest of the party at the king's court. He decides to demonstrate his skill by showing off fancy axe-swinging moves. Roll... critical fumble...roll, roll, roll...and Bob the Axemaster cleaves himself in two from groin to skull.



**"Sometimes the dice are against you"**



the admiring applause of a group of wandering gymnastics judges.

**Contested:** When two characters are trying to do the same thing, or one's trying to stop the other, then use a contested roll. Both characters roll their most appropriate skill or specialty, and the one who gets the bigger margin of success wins. Use contested rolls for wrestling matches, bureaucratic arguments or other such situations.

**Extended:** When some task is going on over a period of time, you can use an extended check. The character makes a skill roll once each round, and needs to accumulate a certain number of successful rolls before succeeding at the overall task. You could even have a contested extended roll, say for a foot chase – the fugitive needs to beat the pursuer in five contested Athletics rolls in order to escape.

## Attribute Rolls

Rolling against a character's Power (for mutant powers, luck, or cosmic whim), Access (for underground connections,

bureaucratic dealings and general knowledge) or Secret Society Rank (for Secret Society stuff) works just like rolling against a skill. Chuck a d20, compare it to the Attribute, the character succeeds if he rolls lower.

Check out the chapter on *Mutant Powers* (page 94) for more on Power, on *Secret Societies* for the low-down on Secret Society rank, and *Skills* (page 75) for more on Access.

## Arbitrary Justice

If there's no more appropriate value, then pick a number out of thin air and roll against that. A target number of 11 gives the character a 50/50 chance of succeeding. You could also use the scene's Tension value (see page 115), or one of the Sector Indices (see page 32).

## Margin of Success or Failure

Sometimes, you want to know how badly a Trooper screwed up, or exactly how out-of-control a mutant power is. For this, you use the Margin of Success (or Margin of Failure, if the character failed), which

is the difference between the character's post-Perversity die result and the skill or attribute. So, if I'm rolling against a skill of 10, and I get a 7, that's a 3-point Margin of Success (10–3). If I failed by rolling a 15, then my Margin of Failure would be 5 (15–10).

If the Margin's a small number – say, 1–3 – then the Trooper came really, really close, but just scraped by (or only failed by a little). If it's a big number like 10 or more, then it's an absurdly fantastic success or terrible, terrible failure.

## Boost

Whuh? Oh yeah. Sometimes – normally, when we're figuring out damage – we'll ask you to work out the Boost. Basically, for the Boost, you just divide the margin by a given value – a Boost Number – to get a Boost. The Boost Number you divide by varies depending on the situation or weapon used. Small Boost Numbers good, big Boost Numbers bad. So, for a weapon with a Boost Number of 3 (like a laser pistol), you'd divide the Margin of Success by 3 to get the Boost. See page 66 for more rambling about Boosts.

## Perversity

As described in the player section, players can (with your permission) spend their Perversity points to influence a die roll. They can apply these General Perversity Modifiers to any roll, yours or a player's – if you allow it.

What effect do you want?

**Frenzied action (no Perversity):** If you want to keep the game moving quickly, don't allow Perversity spending. It slows things down.

**Brisk development (only acting player):** To throttle back the pace just a bit, let each player spend points only on his own roll, not other players', and give the player just one spending opportunity per action.

**Favouritism (only acting player):** The same as 'Brisk development', except you

## 16. BASIC RULES

smile at the acting player. This shows other players the need to get on your good side, assuming they were too dense to see this.

### **Suspense (free-for-all spending):**

When you want to build mistrust and antagonism among players (Go GM!), let all players expend points freely on modifying each other's rolls. Limiting each player to one opportunity per roll can increase suspense. In this case, give the acting player the last chance to spend points, after all other players have taken or rejected the opportunity.

### **The big roll (unlimited auction spending):**

If it's the last scene, where success for one group of players and dismal ignominy for the rest all boils down to one roll—hats off to you, GM. You've done everything right. In this situation, let everyone spend points endlessly, auction style, going-going-gone. Drain 'em dry if you can. Make the moment memorable.

### **Using Perversity**

Each Perversity point a player expends changes the target success number by 1, either up or down as the player wishes. There are no limits. It is perfectly permissible to raise the success number above 20 or lower it below 1.

### **Using Perversity to trigger Tics & Goals:**

Players may, optionally, bribe each other with Perversity to trigger another character's Tics, mutant powers, Goals or other secrets. This is a great way to turn players against each other, but you should stamp heavily on anyone trying to game the system. If Player A works out that Character B is a Mystic, then Player A should be allowed to bribe Character B to take drugs, even if Player B would really

rather his character stayed clear-headed when talking to the Commissioner. If Player B refuses the bribe, you should even consider fining him some Perversity for not playing along.

However, if Player A does something cheesy like 'I'll pay one Perversity to trigger B's Electroshock? No. Ok, one Perversity to trigger his Adrenaline Control? His Vampirism?', then it's patently obvious that A has no clue what mutation B has and should be punished for fishing.

**Using Perversity to warp reality:** *'Gee whiz', says the player, for this particular player is apparently an 8-year old kid from the 1950s, 'it sure would be just super if an express transbot turned up now, while half the team is running down the transtube.'* Indeed it would, Timmy. Indeed it would. In fact, Timmy, if you pay the nice GM a few Perversity points, then maybe he'll make your wish come true.

### **Awarding Perversity**

You award Perversity points to the player, not the character. If a PC dies for good, that player keeps all unspent Perversity points and can use them with his next character.

Award Perversity point rewards in quantities called 'Perversity point rations'. A ration of points depends on the needs of your current scene. When you want to maintain tight control over the direction of play (say when you're trying to convey an important element of the storyline), award points one at a time, so players feel constrained in their ability to affect things. When you want them to go wild, as for instance in firefights, award rations of 5 or even 10 Perversity points at a time.

Award a ration of Perversity points promptly and liberally to any player who entertains you. Typical behaviours worthy of reward include cleverly betraying fellow PCs, cleverly avoiding certain death and making your life easier.

Be sure to award these Perversity points on the spot, in the moment of the entertaining behaviour. Immediate positive reinforcement is the key to player conditioning.

Don't worry that players will stockpile the points and unbalance the game. There are many incentives to spend them, and 'game balance' is seldom an issue in *PARANOIA*.

### **When To Award Perversity Points**

- ☞ At the start of a scene.
- ☞ At the close of the scene, for the best voice-over or clichéd cop show line.
- ☞ When a player does something amusing or commendable.
- ☞ When a player roleplays his Tics, Goals and Secret skills.
- ☞ As the mood strikes.





# 17. Treason

In *PARANOIA*, treason is measured in Treason Points. These points are awarded like poisoned candy for suspicious or treasonous behaviour. Treason Point awards can be public or secret. Public awards are great for chastising errant players (*'Arguing with the GM? 2 Treason Points! Unwarranted termination? 5 Treason Points!'*) while secret awards are normally the result of backstabbing or surveillance (Player #2 passes a note to the GM informing IntSec that Player #1 entered a VIOLET Clearance corridor while singing the *Internationale* and handing out Commie propaganda).

A new clone starts with **one** Treason Point. If a Trooper is lucky enough to survive a mission, any accumulated Treason Points roll over to the next mission. At this level, Treason Points and Commendation points are checked only rarely.

If a character accumulates **10 or more** Treason Points, he's called into the Commissioner's Office. See *Called Into The Office*.

If a character accumulates **20 or more** Treason Points, then he may be terminated as a traitor. See *Accusations Of Treason*.

## Gaining Treason Points

Treason Points can and should be awarded for any of the following disloyal acts – assuming sufficient proof is provided. See *Proof*.

### Mutations

Registered mutants may continue to serve as Troopers. They'll get all the worst assignments when they're not being called upon to use their freakish mutant powers for the good of IntSec.

Registering Your Mutation

5 points

Suspicion of Mutation Possession

2 points

Proof of Mutation Possession

5 points

Incontrovertible Proof of Mutation

10 points

Possession of Machine Empathy

20 points

### Treason

Knowledge of doctrine is determined by a character's Propaganda score. See *Interrogation*.

Knowledge of doctrine comes in three forms. There's information that's approved for IntSec personnel, which is given out by Central and is invariably a combination of misinformation, wild rumour and frothing paranoia (*all Death Leopards turn into monsters when the big giant nightcycle lamp in the dome of Outdoors turns into a circle; Corpore Metal is actually made up of androids wearing human flesh*). Troopers may make reference to this information without incurring Treason Points, as long as the GM actually gave this information out already.

Just knowing anything about a Secret Society, other than approved information, is worth 2–5 Treason Points.

If a character has the Propaganda skill for a Secret Society, then this may come out under Interrogation (see *Interrogation*). In this case, the character gets Treason Points equal to the level of his Propaganda skill, to a maximum of 10. If a character knows several Propaganda skills, he gets points for *each* of them.

Confessing to Secret Society Membership	10 points
Knowledge of Secret Society Doctrine	Up to 10 points
Suspicion of Secret Society Membership	2 points
Proof of Secret Society Membership	10 points
Incontrovertible Proof of Secret Society Membership	10 points
Knowledge of Communist Doctrine	Up to 20 points
Being a Communist	50 points

### Behaviour

Failure to defer to a citizen of higher Security Clearance	1 point
Being present in a location beyond your Clearance levels	Difference in Clearance
Revealing information to a citizen not cleared for it levels	Difference in clearance
Not being Happy	1 point*
Being out of uniform	1 point
Excessive Collateral Damage	1–5 points
Traffic Violation	1 point

### Illegal Actions

Possessing a Treasonous skill	10 points
Damaging or losing equipment	1–5 points
Possessing unauthorised equipment levels	Difference in Clearance
Possessing illegal equipment	5 points
Downloading illegal software	5 points

### Mission Operations

Sector Index Treason Points are awarded only to the officer responsible for that Index (Security Officer for Security Index, Surveillance Officer for Loyalty Index and so on).

Disobeying the orders of a superior levels	Difference in Clearance
Disobeying the orders of a mission superior	2 points*
Disobeying The Computer	5 points*
Disobeying the Commissioner	5 points
Failing to reach Minimum Arrest Quota	2 points

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Exceeding Maximum Arrest Quota	2 points per arrest
Failing to reach Minimum Termination Quota	3 points
Exceeding Maximum Termination Quota	3 points per
termination	
Sector Index Below Minimum (Matching Officer only)	Difference between Minimum and actual Value x2*

## Out of Game

Arguing with the GM	2 points
Showing knowledge of the rules	5 points

## Treason & Termination

Termination is only warranted if the character has a valid Termination Voucher for the target or can justify the termination after the fact.

Failed Application for a Termination Voucher	1 point
Making a false accusation of Treason	5 points*
Unwarranted Termination of INFRARED citizen	1 point*
Unwarranted Termination of RED/ORANGE/YELLOW citizen	5 points*
Unwarranted Termination of GREEN/BLUE/INDIGO	10 points*
Unwarranted Termination of VIOLET or higher	20 points*

\*: These actions may also call for Medication during a mission. See Medication on page 70.

## Proofs of a Conspiracy

For Treason Points to be awarded there has to be proof – or, at least, sufficiently damning allegations. Just shouting Bob-B is a Commie isn't enough.

## Scene Tension

Every scene has a Tension level, as described on page 115. If a character rolls under the scene's Tension when committing a Treasonous act, he's been spotted by another character or a security camera. If the character is doing something that doesn't need a roll, like whispering traitorous propaganda into the ear of another citizen, then the GM should helpfully roll a dice to see if the monitors pick it up.

## Recording Devices

Everyone's got these – PDCs, multicorders, the record function of a Trooper's helmet and so on. Obviously, the player has to inform the GM that he's switching on his recording device.

By the way, there are lots of gadgets that erase or scramble recordings, not to mention strong EM fields, mutant powers, background radiation or the whim of the GM (strong GM fields?). We mention this to deal with irritating players who claim to be recording everything.

## Forensic Evidence

DNA samples, ballistic testing (for bullets), chromoactinic testing (for lasers), fingerprints, sweat analysis and other traces of treason. To be honest, the primary use of forensics is planting evidence but it's not especially good evidence, as science in Alpha Complex is so advanced in this field that they can find a molecule or two of anyone, anywhere.

## Witnesses

Witnesses are excellent evidence. The best witnesses are high Clearance citizens, as they're even more *compos mentis* but anyone above INFRARED is a trusted citizens and can give testimony. In general, INFRAREDs are useless as witnesses, as they're too drug-addled to make sense\*. IntSec uses them as informants but that's about it.

## Allegations Without Proof (Lower Clearance)

So, what happens if Ernie the INFRARED sees Bob-B the BLUE trooper doing something treasonous. If the subject of the accusation is already under suspicion by IntSec, then the allegations are treated with a degree of seriousness. The subject is unlikely to get a full Treason Point award but a cruel GM might add one or two points to the subject's total.

Otherwise, the lower Clearance accuser is disciplined and medicated for spreading rumours.

## Allegations Without Proof (Equal Clearance)

If no proof is forthcoming from either side, then IntSec assumes the most logical thing – they *both* have something to hide. Both sides get a few Treason Points.

## Allegations Without Proof (Higher Clearance)

If there's only a gap of a single Clearance level, then treat it as equal Clearance.

If the accuser is two or more Clearance levels above the target, then it all becomes pretty academic. IntSec might still want proof but the accuser can get around to providing that proof whenever he wants. He probably doesn't need to ever bother, really – only the most pernicky clerk is going to care that some random RED was disintegrated without a complete form 54/c Documented Proof of Treachery.

## Commendation Points

Commendation points are the opposite of Treason Points, awarded for heroic and praiseworthy behaviour. If a character is

\*: Rumours of a group of high Clearance IntSec agents that were reassigned as undercover INFRARED agents is treason. Rumours that this group subsequently went rogue and vanished into the wider population as part of some nefarious scheme is double treason.



awarded a Commendation Point, it is *subtracted* from his Treason Point total. (A character who manages to get a Commendation Point when he's Treason-free is obviously trying too hard and will be investigated by Internal Affairs to uncover what he's hiding.)

Executing a Traitor	2 points
Turning a traitor into a double agent	2 points
Infiltrating a Secret Society	2 points
Obtaining valuable information	1 point
Unmasking a Traitor	1 point
Completing a mission	1 point
Being Extremely Happy	1 point
Heroic Act (Documented By Multicorder or other camera)	1 point
Truly Impressive Bootlicking	1 point

## Correction & Punishments

Punishments remove treason points, not to mention hair, limbs, cubic sections of brain matter and the will to live. See *The Sector Beat*, for a discussion of more punishments. If you want to remove Treason Points for these, use the values below.

Fines	-0 points
Official Reprimand	-0 points
Probation	-1 point
Censure	-5 points
Public Hatings	-5 points
Demotion	-5 points
Medication	-0 points (-7 for long-term treatments)
Brainscrub	-10 points
Imprisonment	+5 points
Termination	Reset to 1 Treason
Point Erasure	Dead & Gone

## Medication

If a Trooper does something mildly treasonous that can be attributed to a lack of happiness, to fatigue, to insufficient enthusiasm or just not enough drugs, then medication may be prescribed. This may be ordered by the Lead Trooper, by Central or by The Computer. Medication can be obtained from a Happiness Officer, a docbot, or one of the many, many drug dispensers conveniently located around Alpha Complex.

If a Trooper is medicated, roll on the Medication Table or pick an effect.

Roll	Effect
1-2	Trooper becomes extremely happy and overconfident.
3-4	Whoa, look at the colours. The strange, fluctuating colours. Why, I don't even have names for the colours I'm seeing.
5-6	Trooper becomes SUPERWIDEAWAKE AND FULLOFENERGY MAN I'M SO WIRED RIGHT NOW IT'S LIKE I'M HAVING A HEART ATTACK AND IT'S FUN FUN!!!
7-8	Trooper becomes extremely relaxed. Everything's just...fine, really. Happy. Easy. Let's just sit here and let Alpha Complex float by.
9-10	Trooper perceives the <i>things</i> that live in the corners, the horrible tentacled <i>things</i> that are invisible to everyone else.
11-12	Trooper becomes extremely suggestible, obeying any reasonable command given to him.
13-14	Trooper feels a lot better, until the projectile vomiting.
15-16	Trooper feels a lot better, until he drinks a can of B3, at which point it reacts with the drugs in his system and he explodes.
17-18	Trooper's mutant power is boosted, giving him Power 20 for the rest of the scene.
19-20	Trooper screams 'Purple Hairy Spiders', jumps into a corner and dies.

## Called Into The Office

When solid evidence of treason begins to mount, a Trooper may be Called Into the Office. The other players may not even know about it; rumours may circulate, according to the whim of the GM.

This private conference between the GM and player may take place before or after a session, or better yet, over the phone or at some non-gaming meeting. In this conference the GM confronts the player with the accusations and evidence against his character (keeping the identity of the accuser secret) and permits the player to speak in his character's defence.

The first office visit is generally a warning. The second or subsequent visits may imply demotion, fines, suspension or assignment to reactor cleaning duty unless a sufficient defence is offered.

If the Trooper who's called into the office is the Lead Trooper *and* he has the highest Treason Point total of anyone on the team, then the Commissioner may decide he's Off The Case and reassign the Lead Trooper SOD to one of the rest of the Team, usually the Designated Driver.

Of course, being Called Into the Office doesn't necessarily imply bad news. Sometimes your superior just wants to talk, or offer advice in private, or even wants to award a commendation for meritorious service.

Commendations, however, are normally public affairs, complete with fanfare and officially enthusiastic media coverage. Such may be awarded impulsively at the end of a session, or after due deliberation at the opening of the next session. At this Clearance, however, both commendations and Treason Points are assessed less frequently; superior service is expected of BLUE Troopers, and their past loyalty has earned them a degree of trust that confers the benefit of the doubt in matters of questionable activities.

## Accusations of Treason

Termination Booths are located throughout Alpha Complex. These booths efficiently vaporise traitors and sweep the ashes away for recycling. Of course, few traitors are co-operative enough to

# 17. TREASON

report for termination. Therefore, Alpha Complex is crammed with laser turrets, security guards, warbots, firing squads and other ways to dispose of a traitor.

A character with **20** or more Treason Points is in danger of being declared a traitor. He's not a traitor yet, though. This happens when:

- ☛ **The Computer declares him a traitor:** If The Computer declares the character a traitor, then he's screwed. Low Clearance citizens will have their picture displayed on monitors throughout the sector and everyone will be gunning for them\*. Depending on the nature of the treason, The Computer may want the traitor arrested or terminated on sight. Higher Clearance citizens quietly disappear instead, although they may show up in glitzy prime-time show trials later.
- ☛ **Someone else declares him a traitor:** This is a bit more dangerous. An unwarranted accusation of treason gets the accuser five Treason Points of his own. If the target has the requisite **20** or more Treason Points, then The Computer agrees with the accusation and orders for the traitor to be apprehended or terminated.
- ☛ **Someone shoots first and justifies later:** The riskiest approach (in terms of treason points, anyway – it's the safest in terms of actually shooting people). Providing proof of treason after the fact is permissible, but only if the proof is *really, really* convincing.

## Termination Vouchers

Termination as a punishment is rarely doled out to Troopers. Even if a character acquires the magic number of **20+ Treason Points**, he won't be instantly vaporised by the rest of the team – there's a bureaucratic hoop to jump through first, called the Termination Voucher.

A Termination Voucher permits the bearer to legally execute another citizen. Central is in charge of issuing Termination Vouchers. Most Vouchers come already filled out with the name and details of the doomed clone; a

blank Termination Voucher is a rare and wondrous commodity. To apply for a Termination Voucher, a Trooper must contact Central and name the citizen he wishes to terminate.

If the target of the Termination request has 20 or more Treason Points, the request is approved and a shiny Termination Voucher is dispatched electronically or via courier. If the target's within, say, three or four points of 20, then Central will send out a Request for Termination Form to be filled out. If the target is nowhere near Termination-worthy, then Central responds with a snarky comment and a few Treason Points for the trigger-happy Troopers.

Terminating without a Termination Voucher is treasonous, although Vouchers can be applied for retroactively. There's no problem with shooting a team-mate if he's openly being a Commie Mutant Traitor.

Of course, none of this applies to The Computer, senior IntSec personnel, Vulture Troopers or anyone else who might want to randomly shoot Troopers legally. The Computer doesn't need termination vouchers to zap you.

### TERMINATION VOUCHER

This entitles the bearer to terminate

\_\_\_\_\_ - \_\_\_\_\_  
 \_ - 1 2 3 4 5 6, the  
☐ Commie ☐ Mutant  
☐ Traitor ☐ Scum  
☐ Other (please specify)

\_\_\_\_\_  
 \_\_\_\_\_  
☐ All of the above  
 in the service of Alpha Complex and  
 The Computer.

## Access & Treason

*Int. Central. A PDC rings. Bob-B, an upstanding example of an elite Trooper, answers it.*

**Bob-B:** Central, Bob-B speaking. Have you heard about our new Informant Frequent Finker card?

**Mysterious Voice:** Bob-B, this is a friend. They're coming to get you.

*In a single fluid motion, Bob-B kicks over his desk and cowers behind it while simultaneously drawing his laser pistol.*

**Bob-B:** Vatslimes! Who is this?

**Mysterious Voice:** A Friend.

**Bob-B:** Is that you, Jim-I?

**Mysterious Voice:** Maybe. Look, anyway, I can slow them down a bit if we can come to an *arrangement*.

**Bob-B:** You'll never recruit me to your sinister Secret Society! I'll turn you in too!

**Mysterious Voice:** No, no, no. I just want you to forget about the 50 credits I owe you from last night's poker game.

Access provides a Trooper with a small measure of protection. The more Access he has, the more favours he can call in to avoid termination. In game terms, a character can spend Access points to reduce his Treason Point total by making a few calls. Each point of Access sacrificed removes one Treason Point.

## Traitorous Deeds

Every Trooper has one or more Traitorous Deeds in his past. These deeds are known to someone in IntSec, usually the Commissioner, but haven't yet been entered into the official records. As soon as these deeds are reported, the Trooper receives a load of Treason Points (10 at the very least). Therefore, it's in the Trooper's best interest to a) suck up to whoever knows about his dirty little secret, so they don't reveal it while b) plotting to eliminate the evidence or anyone who knows about it, or both.

Use Traitorous Deeds as a stick or a bribe to keep uppity Troopers in line. Also, encourage the Troopers to investigate the Traitorous Deeds of other PCs.



## 18. Combat

The purpose of most combat systems is to determine the results of hostile action on the part of Player or Non-Player Characters, taking into account the effects of skills, tactics, weapons and armour. The purpose of the *PARANOIA* combat system is to dissuade characters from using it. When you're trying to murder someone, the last thing you want is to rely on the roll of a die.

IntSec Troopers are customarily equipped with cone rifles, aka bazookas that fire high-explosive shells.

IntSec Troopers customarily engage their targets in cramped, crowded or extremely sensitive locations.

Therefore, a secondary purpose of the combat system is to work out collateral damage.

### Combat Sequence

The following steps occur in each round.

#### 1. Panic, Incoherence, Frantic Justification

The characters curse their attackers, promise retribution, scream in horror at the horrible wounds they've just sustained, and/or inform The Computer that everything is just *peachy*.

#### 2. The NPCs decide what they're going to do

You should decide what your Non-Player Characters are going to do this round and then stick by this decision. It's totally unsporting to change NPC actions after you've heard what the characters are going to do. Really, it is. You would never, ever do such a thing, because you're a nice person. Only the nicest people GM *PARANOIA*.

#### 3. The PCs decide what they're going to do

Go around the table, asking each player what his intended action for this round is going to be. These actions are declared, not resolved yet\* – don't roll any dice

until the next step. A character may make one attack or other significant action. At your whim, he may be able to make insignificant actions like calling Central on his helmet, shouting orders, posing for a security camera or arterial bleeding.

#### 4. Everyone rolls a whole bunch of dice

Each skill or attack is rolled separately, so people can spend Perversity, but all results are resolved simultaneously. If Bob-B shoots Angela-B, then Angela-B can still fire back at Bob-B, even if Bob-B's attack kills Angela-B. The GM is, of course, the final arbiter of all success and failure. See Damage and Maiming for rules on resolving damage.

On the roll of a 20, the attacker suffers a fumble or weapon malfunction. All weapons describe what sort of amusing effects a malfunction can cause.

#### 5. Movement

Anyone who's still standing can move. Everyone else falls over, or disperses in a cloud of vapour.

### Special Attacks

Some weapons have special attack modes. Ignore these rules if you want, but they do feed into the Collateral Damage rules on page 73.

**Area effect:** Weapons such as napalm, flamethrowers, gauss guns, plasma generators, tanglers, affect all targets in a radius listed in the weapon's description. If the description omits the radius, assume the area affected is a large room. Other attacks, like tangler guns, are sticky and gooey and slurp all over everyone within an arm's length of the target. Some mutant powers can pick out targets based on hair colour or alphabetical order.

In situations where you cannot automatically decide who gets hit, choose a number of targets up to the attack roll's margin.

**Armour-piercing (AP):** Against an AP attack, armour works only half as well as normal. Halve the armour's rating (rounding down) before applying it to reduce damage steps.

**Lasers:** The main body of a laser pistol can be mounted with a barrel of any colour. Each laser barrel can shoot a beam of only one colour of the Security Clearance spectrum. Reflec armour is designed to reflect all laser fire of its wearer's colour and below (see *Armour* on page 48).

Each barrel may be fired with reasonable safety up to six times. If fired more than six times, each successive shot cumulatively increases the chance of malfunction. After the sixth shot, the barrel may show stress effects as described under Weapon malfunctions.

Replacing a barrel takes one Combat Round.

**Spray weapons:** Some weapons, such as semi-automatic slugthrowers, can 'spray fire'. The ability to spray fire is noted in the weapon's description.

A spray weapon can attack multiple targets that are grouped reasonably close together. How close? Say, about as close together as in a movie where the hero rakes a room with machine-gun fire and the villain's henchmen all dive for cover. That close.

When a character spray fires a weapon, ask how many targets he wants to hit. For guidance as to how many he actually damages, divide the attack roll's margin by the number of targets (round down) and apply damage to each target based on its portion of the margin.

### Damage & Maiming

Like the stages of mourning, Troopers pass through a number of damage steps on their way to the grave. These steps are:

\*: In the excitement of a climactic fire fight, it may be easier to just combine declaration and resolution into a single step. Say what you're doing, roll the dice. If you take this option, then make sure that a Trooper still gets some opportunity to retaliate against attackers.

# 18. COMBAT

Okay – Snafued – Wounded – Maimed  
– Down – Killed – Vaporised

**Okay:** The target is just fine. No problems here. A-Ok.

**Snafued:** The target is unhurt, but is somehow discombobulated. He might be stunned, distracted, blinded, entangled, on fire, frozen, having a seizure, momentarily out of phase with reality or pinned by falling rocks. He can't attack next round. At the end of the next round, he's no longer Snafued.

**Wounded:** The target is Snafued and can't spend Perversity on his own character until the end of the next round. Oh, and he's wounded in some fashion. The Snafu goes away next round; the wound stays until the character receives medical attention.

**Maimed:** The character is Snafued until the end of next round, can't spend Perversity on himself for the rest of the scene and is missing a limb. Limbs can be regrown or replaced with cybernetics, assuming the character survives.

**Down:** The character is knocked prone and is largely insensate. He's incapacitated; he can maybe pull a trigger, but can't really aim. Perceptions are skewed due to the trauma and blood loss. He can't spend Perversity on himself, but that's ok as he probably can't make rolls anyway. Pretty much any extra damage will kill the character.

**Killed:** The character is dead, gone, kicked the bucket, bought the hydroponic farm, terminated, splattered, whatever. The player may still spend Perversity on other rolls, and the character will be replaced by a fresh clone at some point in the near future.

**Vaporised:** The character is reduced to free-floating atoms or smoking boots. Getting vaporised is an accomplishment, and should be acknowledged by a brief round of applause.

## Damage Ratings

Weapon damage is noted as a formula like W2K or V1V or O5D. The first letter

is the *minimum* damage that the attack inflicts. The middle number is the *Boost* value, which is explained in Damage Resolution. The last letter is the weapon's *maximum* damage. So, an attack that deals W3K damage will always Wound the target (assuming there's no armour involved) and, at worst, Kills the target.

## Damage Types

Damage can be *Impact* (bullets, punches, falls, kinetic energy), *Energy* (lasers, fire, plasma, electricity) or *Biological* (poison, acid, chemicals, weird weapons). Some armours only protect against one type of damage.

## Resolving Damage

There are two ways to deal with damage – **Quick Resolution** or **Detailed Resolution**.

**Quick Resolution:** The GM decides how much damage the attack deals. If there was only a small margin of success, or if the target is wearing armour, then use the minimum damage. If the attack's margin of success was very large, then use the maximum damage. Otherwise, pick something in the middle.

**Detailed Resolution:** Follow these steps.

### 1. Start With The Minimum Damage

Check the weapon's damage or pick a value for the minimum damage.

### 2. Apply Armour

Reduce the minimum damage by a number of steps equal to the Armour value, to a minimum of Okay. So, if the character has Armour 4, then reduce the minimum damage by 4 steps – an attack that normally Wounds drops to Snafued, then Okay. An attack that normally Vaporises drops to Killed, then Downed, then Maimed, then Wounded.

### 3. Divide the Margin of Success by the Boost

Don't fear the maths. Take the margin of success, and divide it by the weapon's Boost number, rounding down, to work out the amount of bonus damage. So, if the attack succeeded with a margin of 6, and the weapon has Boost 3, then

the damage is increased by 2 steps. An attack that succeeded with a margin of 4 would increase the damage by 1 step (rounding down).

## 4. Add the Bonus Damage to the modified Minimum Damage

Take the modified Minimum Damage worked out in step 2, and add it to the bonus damage from step 3 to work out the final damage.

## Collateral Damage

Anyway, back to those cone rifles, those lovely, lovely, absurdly overpowered cone rifles. One shot from a cone rifle will take out all but the toughest Commie Mutant Traitors... along with anyone standing behind the Commie, a large chunk of the roof and that unfortunately placed fuel tank. Collateral damage is a never-ending source of joy for the GM.

If the players make a deliberate effort to avoid collateral damage, let them – then rake them over the coals for not taking the shot when they could have. *'Yes, Trooper, you avoided hitting the Very Large Glass Memorial To Hero Of Our Complex Kil-U-DED, but you failed to terminate the Commie before he transmitted military secrets to the Kremvax. Any last words before you report for termination?'*

Don't bother with Collateral Damage for attacks that actually hit their intended target, unless the Trooper was using a spray attack, Field Weapon, nuke or high explosive. Don't bother with Collateral Damage in boring places like empty corridors, abandoned sectors or featureless 10x10x10 stone rooms.\*

Bother with Collateral Damage when there are lots of bystanders, explosives or fragile, important equipment. Definitely bother with it when the Troopers fire off spray or area effect weapons.

To determine the effects of Collateral Damage, start with the attack roll. Add +5 for Spray Weapons, +10 for Area Effect Weapons, and +20 for tacnukes, plasma generators and other absurd WMDs, then check the Collateral Damage table, below.

\*: Commendation point to the first Trooper to let off a tacnuke in a 10x10 room!



## Collateral Damage

Roll	Effect
1	Nothing important.
2	Eh, just winged some INFRARED.
3	Alas, poor vending machine.
4	That RED citizen's covered in red.
5	A pipe is hit, venting high-pressure steam, water or reactor coolant into the air.
6	An ORANGE got hit. As he stumbles, bleeding, he does something really inconvenient or damaging, like pressing the 'VENT CORE' button on a nearby reactor.
7	You hit a Computer terminal. Friend Computer wants a word with you.
8	Hey, you shot someone YELLOW!
9	A scrubbot goes boom.
10	A GREEN goon just got hit.
11	Crate, vat, canister or barrel.
12	Uh oh! BLUE on BLUE! The attack hits another Trooper.
13	You hit the main light source in the room.
14	That...was a Vulture Warrior, one of the elite Armed Forces shock troops. I don't think he's dead. He's definitely not happy.
15	The shot bounces off a pipe, a door, a vending machine, your helmet, a convenient scrubbot and a grassy knoll before neatly hitting a passing INDIGO.
16	The power goes out thanks to your dangerous gun violence.
17	Code 53! VIOLET down! VIOLET down!
18	Congratulations! You just started a fire.
19	You just winged a High Programmer. Gain 20 Treason Points.
20	Roll again twice.
21	A whole load of INFRAREDs just got hit.
22	Something really important is hit. The Computer starts a countdown. What happens when it reaches zero? Who knows...?
23	Mass slaughter, bits of clone everywhere.
24	A large chunk of the ceiling collapses. Grey dust and asbestos blankets everything and everyone in the area.
25	Secondary explosions are fun. Something explodes next round and every round thereafter.
26	The blast tears through a supporting wall. Whatever's one level up (some poor clone in a bathroom, a food vat, a busy transtube) falls down into the room.
27	'Error', says The Computer, 'critical damage sustained.' 'Norp ziblong newhom' it adds, before every monitor in the sector bluescreens. Oops. Let's hope the High Programmers reboot it quickly.
28	There's an ominous creaking noise. Cracks begin to spread across the wall. In a few rounds, the whole area collapses.
29	You're all dug out of the rubble by the rescue teams. Shame about the radiation exposure.
30+	There's an earth-shattering kaboom. Any bystanders, innocent or otherwise, are killed. Troopers and important NPCs take W2K damage.

## Damaging objects

Vehicles, equipment and other items, including bots, take damage just like fleshy Troopers. They use a different set of damage conditions to describe their mangled state. Object damage runs:

**Okay, Lightly damaged, Impaired, Heavily damaged, Busted, Junked, Vaporized.**

**Okay** still means okay.

**Lightly damaged** means the object is banged up, scratched, dented or

chipped, but basically unharmed. A lightly damaged wall has scuffed paint.

**Impaired** means the object's function is visibly messed up. An X-ray machine or reactor leaks radiation; a radio squawks. An impaired wall has one or more serious cracks.

**Heavily damaged** means the object is barely functional. A scrubbot weakly squirts a stream of soap; the voice on the phone is barely audible; the confession booth seems to think your name is Amelia Earhart. A heavily damaged wall has a hole big enough to crawl through.

**Busted** means the object won't work, but it can be repaired within the same scene with a good skill roll. A busted wall has a hole big enough to drive an autocar through.

**Junked** means destroyed.

**Vaporized**, again, deserves a brief round of applause, unless the former object was vital experimental equipment entrusted to the Troubleshooters by The Computer. In this case a quick conference is in order to get everyone's story straight before debriefing.



## 19. SKILLS

### 19. Skills

Every character can attempt to use any of the six skills – Management, Stealth, Violence, Hardware, Software, or Wetware – in an appropriate situation. Trying to find a loophole in regulations to justify the unlawful termination of a team-mate uses the Management skill. Sneaking up on that team-mate is, obviously, Stealth. Terminating him is probably a Violence check (unless the character is running him over with a SecuriCar, in which case Hardware might be more appropriate).

To make a skill check, the player (or the GM) rolls 1d20. If the roll is lower than or equal to the character's skill, he succeeds. Hurrah! If it's higher than the skill, he fails. A roll of a natural 20 implies a horrible fumble of some sort. The die roll can be altered by GM fiat or by spending Perversity.

It may also be useful to calculate the margin of success or failure by calculating the difference between the result of the die roll and the target number. The larger

the margin, the better the success or the more catastrophic the failure.

#### Specialties

If a character has a suitable Specialty, he can use that instead of the base skill. Encourage players to maximise their chances of success by using their Specialties whenever it is remotely appropriate. The best *INTSEC* players can justify the use of virtually any Specialty in any situation ('I kill him with my Bootlicking!')





## Secret Skills

Skills learned from Secret Societies work just like normal skills. It is especially amusing to have a player call out 'Can I roll my Tractor Maintenance skill, er, wait, no, I mean I'm not a Comm-ZAPZAPZAP'.

## Roleplay it out

In many cases players may try to use a skill or Specialty to resolve a situation which really ought to be roleplayed. For example, if a character wants to get the IntSec sector supervisor to authorise him to carry a tactical nuclear device, you may want to take the role of the supervisor and haggle with the player. Don't let the player get away with saying, 'Well, I, uh, use my Bootlicking Specialty.' Tell him he's got to whine and cajole.

Make the success roll yourself, surreptitiously, and let the number you roll affect the outcome of the contest. However, also take into account how well the player flatters, and how sickeningly he debases himself: If he does a particularly good or bad job, modify his success accordingly.

## Security Clearance

Some Specialties have a Security Clearance listed after them; possession of the Specialty below the listed Clearance is treasonous.

## Management

Management is the all-purpose 'behave properly' skill, representing the character's sense of proper and improper comportment in himself and others. Management Specialties also apply when a character wants something from another character – Bootlicking when grovelling to a superior, Interrogation when torturing a captive and so on. **These Specialties only work against Non-Player Characters (usually).** A Player Character's Bootlicking success has no effect on another PC. To get something from another PC, the player must persuade the other player himself.

**Accusation:** A combination of loaded words, the ability to spit bile on command, the tenacity of a rabid weasel and the willingness to go from complete ignorance to burning hatred within a millisecond, the Accusation

skill is used when accusing citizens of treachery. Use this Specialty when the Trooper is trying to justify his arrest or termination of a citizen as a righteous act. If used when accusing another Trooper of treason, a successful Accusation roll can add another Treason Point onto the usual penalty.

**Bootlicking:** A bootlicker can influence superiors by fawning and grovelling. The bootlicker's overt displays of eagerness to please and acceptance of authority may be insincere, but they must be convincing. It can be used to wheedle a favour out of superiors, or to beg forgiveness for a disastrous failure.

**Chutzpah:** This is defined as the quality of begging for clemency after having murdered your parents, on the grounds that you're an orphan. Chutzpah is used when the character has made a statement so utterly untrue or self-serving that the sheer brazen cheek of the lie carries it past the objections of others. Use this Specialty when the character is trying to browbeat or fast talk another.

Chutzpah's also really useful when trying to lie your way out of interrogation.

**Con Games:** A confidence artist can fool a target human or bot, or convince him (or it) to perform an act not in his own best interests. The con artist may use false or spurious logic, fast talk or cleverly distorted information. When the con artist makes the pitch to the target, make a Con Games roll. Success indicates the target is temporarily fooled; failure exposes the character as a liar.

**Hygiene:** Appropriate regular personal grooming is essential to the happiness of all citizens. The character can identify violations of proper Alpha Complex hygiene procedures and suggest remedial treatment to rectify gross personal cleanliness issues that erode citizen happiness. Hygiene should be checked whenever the character is about to encounter a pernickety high Clearance citizen. Hygiene is also the skill used to remove DNA evidence such as skin flakes and fingerprints from a crime scene.

**Interrogation:** Used for extracting confessions from suspects. Quality

Assured Interrogation takes place in an Interrogation Booth with electrodes and polygraphs and mind-altering drugs, but the skill also covers hostile interview techniques (good trooper/bad trooper) and conventional torture. A successful Interrogation check means the victim tells the character anything that will stop the interrogation.

**Intimidation:** An intimidator can extort favours or cooperation from inferiors – kind of reverse bootlicking. Intimidation generally involves the ruthless display of power and authority. The intimidator can reinforce verbal flourishes with squads of goons, large weapons or the looming presence of The Computer.

**Moxie:** The user can insightfully assess a target NPC's hidden motives, a situation's hidden factors (say, the likelihood of criminal or treasonous activity taking place) or a statement's plausibility. It's a combination of streetwise (well, corridor-wise), common sense and experience.

**Oratory:** Characters use this specialty to rally and direct a group of NPCs using rhetoric and demagoguery. Because it involves mob psychology, Oratory doesn't work well on individuals; use bootlicking, chutzpah or intimidation instead. It works best when invoking Alpha Complex buzzwords such as loyalty to The Computer or hatred of Commies.

**Paperwork:** Dealing with the never-ending tide of bureaucracy and paperwork. Doesn't help when the *player* is filling out forms.

## Stealth

Stealth works as the all-purpose 'see/not be seen' skill. It connotes awareness, perception and a general sense of where everything is.

**Concealment:** Hiding objects or finding hidden objects. Hiding *yourself* uses the Sneaking skill.

**Disguise:** Disguise conceals a character's identity through make-up, altered body language and adoption of different personal tics. Disguise can't let a character

## 19. SKILLS

realistically mimic a specific individual, at least not without technological means like face transplants or mutant powers.

**Focussed Paranoia:** There is no equivalent of 'danger sense' in *PARANOIA*. A character with a hypothetical ability to sense traps, hazards and threats would be catatonic on the floor within 10 seconds of starting play. Instead, this Specialty allows the character to be paranoid about a specific topic. To use this Specialty, the character lets the GM know what his paranoia is focussing on – a booby trap, perhaps, or another Player Character. If the character is threatened by the object of his paranoia, a successful Focussed Paranoia roll lets him react first to any danger.

**Security Systems:** Overriding electronic locks, burglar alarms, security cameras and other high-tech gadgets. Physical locks use the Fine Manipulation specialty instead.

**Shadowing:** Tracking a suspect through the corridors of Alpha Complex; hiding in crowds and lurking with intent behind vending machines.

**Sleight of Hand:** The character can palm and pocket small things, switch objects faster than the eye can follow, and drop items into other people's clothes or bags without being noticed.

**Sneaking:** Hiding and moving quietly. Failure means the character tripped over a scrubbot or wandered into plain sight.

**Surveillance:** Used for planting bugs and other electronic surveillance devices, as well as searching for them. Surveillance also covers the character's ability to pay attention when, say, watching a security camera feed for 36 hours straight.

### Violence

Technically, Violence also covers any physical activity such as running or dodging. In practice, players use it to hit things.

**Agility:** Rapid or balanced movement, gymnastics, jumping, rock climbing and other feats that contort the body. Particularly skilful applications of Agility,

like yoga or juggling, usually work better as narrow Specialties.

This also covers successful operation of Jetboots. Any operation of jetboots that you can walk away from counts as successful; a failed roll results in the character being turned into a reddish pancake on the wall.

**Demolition (GREEN):** This Specialty reflects training and experience in the use of explosives, and improvised use of exploding weapons, munitions, volatile substances and other stuff to blow things up.

**Fine Manipulation:** This Specialty covers any fiddly little task of manual dexterity, such as physical lockpicking (as opposed to defeating electronic security, which falls under the Stealth Specialty Security Systems).

**Macho:** The ability to ignore pain. Often, a very stupid ability – pain is the body's equivalent of a flashing warning light and a siren shrieking 'systems failure! Systems failure!' Anyway, a character can use Macho to:

- ☉ Ignore the effects of injuries. However, this inflicts one extra step of damage on the character. So, you can ignore a Snafu, but then drop to wounded and so on.
- ☉ Resist Interrogation.
- ☉ Generally act tough and march through fire, on broken glass, while being shot, in a headwind, carrying the body of your wounded buddy. You'll still die horribly, but you'll look good while doing it.

**Unarmed Combat:** The ability to use hands, feet, and teeth in combat. Armed Forces troopers and Internal Security GREEN goons are impressively good with their fists. But among typical citizens in other Service Groups, an unarmed fight usually looks like a third-grade schoolyard playground brawl.

### Weapon Specialties

The various Weapon skills just cover operation of the weapon, i.e. shooting people. Repairing or altering the weapons requires the Hardware skill.

**Energy Weapons:** How to use lasers, blasters and sonic pistols and rifles.

Any Energy Weapon beyond these is probably some funky R&D contraption. Flamethrowers and the like are covered by the Field Weapons Specialty.

**Field Weapons:** How to use flamethrowers, gauss guns, tanglers, stun guns, plasma rifles and hand flamers – anything that creates an effect shaped like a cone, spray, line or similar field.

**Hand Weapons:** How to use force swords, neurowhips, truncheons, clubs, knives, swords, maces, hockey sticks, baseball bats, blenders or a sock full of ball bearings as weapons.

**Projectile Weapons:** How to use slugthrowers, automatic slugthrowers, cone rifles, ice guns, and needle guns, as well as experimental weapons that shoot physical ammo.

**Thrown Weapons:** The ability to hit someone at a distance with grenades, bricks or rocks.

**Vehicular Combat:** How to use aimed weapons mounted on vehicles, including laser cannons, tube cannons, sonic blasters and wave-motion guns; field weapons such as smoke generators, chaff-casters, gaussers and other neat stuff; and launched weapons, including drop tubes, missile racks and gas throwers.

### Hardware Specialties

**Bot Ops and Maintenance:** The character can operate and repair all the main bot types in Alpha Complex: docbots, guardbots/warbots, jackobots, scrubbots and vehicle autopilots. Other types exist too; treat each of these as a separate narrow Hardware Specialty. Bot Ops and Maintenance covers routine duty; it's different from the Software Specialty Bot Programming, which lets a character change a bot's basic directives.

**Habitat Engineering:** Habitat Engineering is knowledge and understanding of Alpha Complex's life support systems: air and water circulation, waste removal and recycling, communications, power and transport.

**Operate Heavy Machinery:** The operation of totally safe machinery like



laser-lathes, trash compactors, industrial presses, food vat stirrers, megadrills and so forth. Especially good for those who like keeping limbs.

**Operate Power Armour:** The art of putting on and using power armour; a failed check means the character is either stuck inside the armour, or the suit goes berserk with the character inside.

**Vehicle Ops & Maintenance:** The character can operate and repair all the main vehicle types in Alpha Complex, especially the SecuriCars used by IntSec Troopers. It also covers flybots, copters and VultureCraft. More obscure vehicles are separate Specialties.

**Weapons & Armour Maintenance:** Like other maintenance Specialties, this is actually subdivided into many Specialties, one for each of the main weapon types (energy, field, hand, projectile, thrown, vehicular) and one more single Specialty that encompasses maintenance of all kinds of armour, everything from reflec to battle suits.

While this can be used to sabotage weapons or spot defects, its most common use is to disable the Firepower Control circuit on Trooper weapons.

## Engineering Specialties

The Hardware skill governs five engineering Specialties: chemical, electronic, habitat, mechanical and nuclear. Habitat Engineering figures in missions somewhat differently from the others and has its own entry. The other four are described collectively here.

Use the engineering Specialties in three situations:

- ④ When a player wants to know what his character knows about a particular field.
- ④ When a player asks for information, make a success roll for the relevant field. If the success roll succeeds, give the player the information requested. You may wish to modify success chances for the difficulty of the task and the obscurity of the information.
- ④ When characters operate, repair or sabotage the equipment and technologies associated with the specific fields listed.

## Software Specialties

**Bot Programming:** The character can alter or pervert the behaviour of most standard types of bots: docbots, guardbots/warbots, jackobots and scrubots, but *not* vehicle autopilots (for that, use Vehicle Programming). Unless the bot is willing, the programmer must shut down the bot before reprogramming; the reprogramming takes at least a few minutes for even simple revisions.

**C-Bay:** Finding and buying items cheaply on the Alpha Complex online auction site. Failure means the character buys the wrong item or is scammed.

**Data Analysis:** Using The Computer to analyse data. The Computer gives its reports in the form of percentage probabilities. For example, given a set of ballistics data and the psychological profile of the murder suspect, it might decide there is a 32% chance that the burn marks on the corpse match the suspect's laser, and a 68% chance that they match the Trooper's weapon. Oops.

**Data Search:** The character can retrieve information from databases, find poorly catalogued information, evade Security Clearance restrictions on information and so on.

**Financial Systems:** The character can trace financial transactions, notice anomalous money transfers or fraud, or steal credits from the accounts of others.

**Hacking (GREEN):** This Specialty lets a character evade security alarms and monitoring while using the Operating Systems specialty to reprogram The Computer, as well as access information not available at his Security Clearance.

**Operating Systems (BLUE):** Altering Computer data files; maintaining Computer code. Typically, Troopers are permitted access only to those subsystems that are directly involved in law enforcement and surveillance, but a character can combine this speciality with Hacking to extend his reach into other systems.

**Vehicle Programming:** Vehicle Programming lets the character change the code running on any standard vehicular bot pilot. In all respects the skill functions like Bot Programming, with the same opportunities for entertaining mishaps, but at much higher speeds with greater potential for shattered bones and explosions.

**Video Editing:** Altering video files, and spotting signs of alteration.

## Wetware

**Biosciences:** This engineering Specialty deals with biological science and technology: experimental drugs, genetic engineering, mutagenic chemicals, cyborging and so on. See 'Engineering Specialties' under 'Hardware Specialties'.

**Bioweapons (BLUE):** The character can manufacture, identify, interpret the effects of, store, deliver and find cures and antidotes for poisons, tailored diseases, toxic gases or any other substance or microorganism that damages only (or primarily) living things.

**Cloning:** Using the cloning tanks; altering the conditions in which a clone is grown to promote mutation or deformity. Characters can also try altering the MemoMax brain imprints, but this is extremely difficult and unpredictable.

**Cyborging:** Adding or removing cybernetic upgrades and prosthetics.

**Forensics:** Collecting evidence from a crime scene, such as fingerprints, DNA traces, bootprints and laser burns. Also, falsifying such evidence. The Data Analysis specialty may help with analysing forensic information, while Hygiene is used to avoid leaving such evidence.

**Medical:** Healing injuries. A successful Medical check lets the character move a patient up or down the injury scale. Medical works like a reverse weapon; Basic first aid has a Boost value of 5, while a medikit has Boost 3 and a fully-equipped surgery has Boost 1.

**Outdoor Life:** Identifying Things from Outdoors. This does not cover

## 19. SKILLS

actual survival Outdoors, just the rote memorisation of the names of Things. A character with this skill can identify a 'tree', but has no idea what it's for or how to interact with it, other than shooting it.

**Pharmatherapy:** This Specialty involves the understanding of biochemical supplements commonly used in Alpha Complex to alter mood, thought and physical capacities.

**Psychotherapy:** Treating human insanity to restore happiness. Happiness is mandatory.

**Suggestion:** The character knows how to plant subtle unconscious commands simply by talking one-on-one. The suggester requires the target's undivided and cooperative attention for at least a minute, and if the target happens to be on tranquilisers, that helps a lot. Suggestion lets the character implant subliminal commands and post-hypnotic triggers; the victim may be allowed a Moxie check to resist. Also used for resisting some forms of interrogation.

### Secret Skills

Fundamentally, Secret Societies are viral memes within Alpha Complex. Societies evolve under pressure from Internal Security, changing and mutating with alarming speed. Many of the skills they teach are inappropriate, outdated or nonsensical. Still, they can sometimes be useful to the creative traitor.

If a Secret skill isn't listed here, feel free to consider it self-explanatory.

**Archival Studies:** The pre-Complex Archives are a sanitised database of all official information about Old Reckoning times. Archival Studies is more accurate and far less treasonous than Old Reckoning Cultures, but much less fun.

**Bribery (Always Treasonous):** Guessing the price needed to buy someone's loyalty.

**Cash Hacking (Always Treasonous):** Characters use this skill to remove licensing from their own credits or for paying customers. When making the hidden Cash Hacking roll, you may modify the success chance based on

the security and complexity of the credit code installed and the intricacies of the desired license change.

**Cultural Studies:** Knowing how to behave in Alpha Complex. Most citizens learn all this information in the crèche and don't need a separate skill.

**Drug Procurement:** Knowing where to find drugs, and home-brewing drugs from other substances. Really, just smoke this cone rifle fuse.

**Eschatological Studies:** In addition to bizarre prophecies and crazed ranting, this skill covers the use and deployment of tacnukes and other apocalyptic weapons.

**Forgery (Always Treasonous):** This Specialty lets the forger produce or alter forms, authorisations, records, ME Cards and other identification to pass a target's casual scrutiny.

**Jargon:** Used to support other programming skills, a successful Jargon roll may reveal a deeply embedded shortcut or archaic loophole; failure is likely to unearth gibberish code that may leave the character running in circles while IntSec sends emergency shock troops.

**Liturgical Studies:** The result of reading The Computer's operating manual as a religious text.

**Occult Sorcery:** Summoning demons and cursing your foes. Absolutely useless – unless you've got the mutant power to back it up.

**Old Reckoning Cultures (BLUE):** Knowledge of real history is treasonous, so most information about the past has been handed down orally and suffered considerable distortion. Prominent in this part-mythology/part-history are elements of pop culture from the middle and late 20th Century: film, television, music and lifestyles. Aspects of different periods are mixed higgledy-piggledy: beach movies, punk rockers and transcendental meditation are blended in a curious, romantic nostalgia for a culture with unlimited personal freedom.

**Power Studies:** The character has a treasonous awareness of the nature, causes, enhancement and identification of mutant powers, both those currently evident in Alpha Complex and those rumoured in folklore and Old Reckoning comic books.

**Propaganda (Always Treasonous):** Each society has a propaganda skill – the ability to convey the society's doctrines to a listener. Each society's propaganda skill is different from every other society's version of the skill.

All propaganda skills are Secret skills. When a character learns one, the player should note this and his rating on the back (secret) side of his sheet. A character starts play with a rating of 0 in all propaganda skills, unless the character takes a propaganda skill as his Unhealthy Secret skill. A character may learn a propaganda skill from other characters with the Specialty – whether or not he wants to.

The victim must spend at least a few rounds listening to or reading the propaganda expounded by the skilled propagandist. The victim may listen voluntarily, or may be coerced, made cooperative with drugs or fooled into listening. After a few rounds, the propagandist makes a propaganda skill roll. If the roll is successful, the victim learns the society's propaganda Specialty at rating 1. Successive uses of the Specialty can increase the victim's Specialty level, but his rating can never rise higher than the propagandist's rating. (Or you may decide that rule is far too fiddly for a blatantly cheesy game like **PARANOIA** and just let the skill rise to whatever you want.) Only the victim knows whether the propaganda attempt was successful. Tell him by note or in a private conference.

The victim need not ever use the Specialty if he doesn't want to. If he is loyal to The Computer, he may refuse ever to think about the society's propaganda again, or perhaps he will feel compelled to report himself (and the propagandist) to The Computer for treasonous acts. However, if interrogated, he may be forced to reveal he knows society propaganda – treason sufficient to warrant immediate correction.



An unsuccessful attempt to use this Specialty means the victim receives incontrovertible evidence of the propagandist's treason. This makes using propaganda extremely dangerous, but being a traitor in Alpha Complex is risky business.

**Radio Operation (YELLOW):** The only people in Alpha Complex who should be using radios are Armed Forces units on patrol; any other radio transmissions must be saboteurs from Another Complex.

**Survival:** Knowledge of plants, animals, terrain, navigation, weather and so on – Boy Scout Handbook stuff. The character may not know the name of the thing charging at him, but he knows to get out of the way and climb that tall green thing over there.

**Twichtalk:** Twichtalk is a secret sign code, or set of codes, used by Alpha Complex Secret Societies. A range of gestures – winks, smirks, nose scratches, ear and finger wiggles, irregular spasms,

burps – conveys simple messages: 'We're being watched.' 'Corroborate the blatant lie I'm telling.' 'The person to my right is a mutant.'

**WMD (VIOLET):** The character knows the principles of nuclear weapons, antimatter bombs, asteroid attraction rays, supernova induction and other ways to wipe out humanity in the twinkling of an eye. In practice, the character knows how to make tacnukes.

## 20. Access

The Access attribute measures a character's ability to navigate the bureaucracy of Alpha Complex in order to get things done, his contacts and general knowledge, his political influence – basically, it's a 'do stuff legally' check. Roll a character's Access when he wants to:

- ☉ Requisition anything unusual from Central (better weapons, backup, a working SecuriCar, happiness drugs, GREEN goons).
- ☉ Find a particular office or official who can help with a problem.
- ☉ Know something obscure but non-classified about Alpha Complex.
- ☉ Navigate through the corridors and transtubes.
- ☉ Do stuff that doesn't fit any of his skills or other attributes.

Access also works as a limited form of anti-Treason protection

### Failing Access

A successful Access roll gets the character what he was looking for, more or less. A *failed* Access roll drags the character into a bureaucratic quagmire from which no man escapes intact or sane. Failing an Access roll is all the justification the GM needs\* to throw endless paperwork, bureaucratic headaches, officious officials, surly clerks and bizarre requirements at the unfortunate Trooper.

### Draining Access

When a character uses Access, the GM should take away a few points from the attribute. In general, the smaller the margin of success, the *more* points you drain. Yes, this means that the Trooper who manages to score a free can of Bouncy Bubble Beverage loses more points than the Trooper who calls in the entire Armed Forces to airstrike a lone Commie. After all, the second Trooper is obviously far more influential and important...

### Gaining Access

A Trooper can regain lost Access by doing paperwork, currying favour or the whim of the GM. Access is restored at the start of each new mission, anyway. Optionally, Access can be permanently increased as a reward for especially cunning manipulation of the system.

### Double Access

If a Trooper is trying to do something Access-related that ties in with his service assignment, his Access is effectively *doubled* when rolling. For example, if a Trooper's regular service assignment is with Traffic Patrol, then he gets to double his Access when doing traffic-related stuff. If he's assigned to Collateral Damage Assessment over in Power Services, he gets to double his Access when trying to manipulate IntSec's budget.

\*: Not that the GM needs justification for this.

## 21. Secret Societies

Alpha Complex is riddled with Secret Societies and conspiracies. Virtually every citizen is a member of one or more of these illegal organisations. Some of these societies are aborted social engineering experiments gone underground, others are traitorous cells planning the reform or overthrow of Alpha Complex. Still others are Internal Security counter-dissension schemes; other others are IntSec counter-dissension schemes that have gone rogue.

The Computer does not tolerate any Secret Societies, and views them as distractions from duty at best or alarming threats at worst. Most High Programmers and other powerful citizens are part of one Secret Society or another (indeed, membership of a Secret Society is a necessity for survival in Alpha Complex), and see the other societies as threats to the status quo. In fact, many High Programmers pay only lip service to their old Secret Society goals – just because

his PURGE contacts got him his position doesn't mean that a High Programmer wants to blow up The Computer and bring down the current regime.

### IntSec & Secret Societies

Eliminating Secret Society influence is IntSec's *raison d'être*.\*

This means that the one thing IntSec can never, ever do is eliminate Secret Societies. Every traitor sent to the

## 21. SECRET SOCIETIES

termination booth is a step towards a day when Internal Security becomes obsolete. If that dread daycycle ever arrives, then IntSec's powerful and influential leaders and agents will be reassigned to the food vats – or sent to the booths themselves. IntSec's existence is predicated on Alpha Complex being under constant threat from subversives – so if these subversives do not exist, IntSec must create them.

This duplicity cannot be obvious. IntSec cannot ever be seen to actual *foster* treason – fostering treason is, of course, treason. More indirect methods are needed. Traitors are deliberately allowed to spread their traitorous propaganda to other citizens so IntSec can 'identify the insufficiently loyal'. Society cells are allowed to survive so that IntSec spies can 'trace the supreme leaders of the conspiracy' who may not even exist. IntSec permits more and more traitors to exist so it can identify, subvert, spy on or terminate more and more traitors. The cat chases the mouse but never quite catches it.

No-one in Internal Security would admit this, though, not even under the most refined torture. Doublethink holds sway here; IntSec's leaders are simultaneously fanatics who would give anything to wipe out all treason, but also aware that if they ever do so, they will lose their power and position.

All this is complicated by Secret Society infiltration of IntSec itself. Some agents are actually Secret Society spies infiltrating IntSec, or IntSec spies who infiltrated a Secret Society only to be subverted by their propaganda, or triple agents, or IntSec provocateurs, or quintuple agents, or... Worse yet, IntSec *itself* is organised like a Secret Society. To protect the identity of IntSec's senior administrators from assassins or spies, IntSec uses a cell structure. Agents may not necessarily know the identity of their superiors or the reasons for a mission. Seemingly contradictory or treasonous orders may be the result of a complex IntSec scheme – or perhaps the cell above you has been compromised by traitors, and you're actually working for a Secret Society that only *claims* to be IntSec.

Paranoid yet?

Have we mentioned that IntSec policy is to test the loyalty of its agents and Troopers by attempting to subvert them *and* by giving deliberately illegal orders?

For example, your superior officer orders you to plant a bomb in a train station. Is he:

- ☹ Testing your ability to follow orders? (In which case, you should plant the bomb as ordered).
- ☹ Testing your loyalty to Alpha Complex? (A loyal servant of The Computer would never bomb a train station).
- ☹ Implementing an IntSec plan (raising the terror level among citizens by 'finding' a bomb, thus making them more fearful and compliant)
- ☹ A traitor, using you as a pawn in a treasonous scheme?

### Secret Societies in the Game

Membership of a Secret Society is a major source of both paranoia and influence in IntSec games. They also provide roleplaying hooks and secret missions for the players. Your Trooper's not just a thuggish, fascist automaton – he's a thuggish, fascist automaton who really hates mutants!

While membership of a Secret Society may result in your Trooper being arrested, interrogated, tortured and probably executed, it's not all electrodes and kicks in the kidneys. Remember to use your Secret Society's assets and influence. If you're an Anti-Mutant, then ask them for the identities of known unregistered mutants, or get them to give you Genuine VIOLET Clearance mutie repellent spray.

### Structure & Rank

Virtually every Secret Society is organised in some form of cell structure, where lower-ranking members are unaware of the identities of high Clearance ones. Cells range in size from several dozen (the congregation in a FCCC-P church), to a small handful (most PURGE cells). Society members recognise each other through subtle codes and communicate

through secret signals, messages hidden in unlikely places, twitchtalk or other clandestine means. One of IntSec's highest priorities is identifying and breaking these secret codes, allowing them to eavesdrop successfully on Secret Society activity. Increasingly elaborate schemes have been developed to decipher Secret Society codes; some analyses suggest that up to 90 percent of communications in Alpha Complex contain one or more hidden messages.

Every Secret Society has a hierarchy of ranks. New members enter at rank 1; serve your Secret Society loyally, and you may be promoted to higher rank. Most societies have at least 20 major ranks and may have hundreds of lesser titles, positions, honorific and lesser distinctions.

### Using Rank

A character's rank in his Secret Society works like a limited form of Access (see page 80). If a Trooper wants a favour from his Secret Society, and you're not sure whether or not to grant it, throw a die and try to roll under the Trooper's rank.

Secret Societies can accomplish quite a lot, if it's within their field of influence. Each society write-up has a list of potential benefits, but societies can also pass on information or equipment and help with Trooper missions (if you've got 500 FCCCCers down at your local church, adjusting a Sector Index becomes a lot easier. Many hands make light treason). Members are usually willing to help each other, too – that surly, obstructive clerk becomes your best buddy when he realises you're both CLAs.

### IOUs

IOUs are favours owed by a Secret Society or other faction. Some IOUs are actual, physical notes; others are friendly understandings between people who know how this whole crazy Complex works. A character lucky enough to have an IOU may cash it in for some service or aid from the society.

Characters may also owe IOUs to a society. Refusing to honour an IOU is a grievous insult and will result in that society going out of their way to eliminate the welcher.

\*. French is treason.





## Troopers in the same Secret Society

It's possible that two Troopers might end up in the same SecSoc. 'Disaster' you say, 'now they can trust each other. My careful web of paranoia and deceit is ruined by this conspiratorial bond.'

Fret not, noble GM. Two Troopers in the same society is a great opportunity to explore the habit of conspiracies to break apart in bloody, vicious disputes. Make sure both Troopers have different Secret Society contacts. For a few sessions, you can have the two Troopers work together (once, of course, they work out they're on the same side, which can take a long time), but then they're both contacted by their Secret Society contacts and told that those bastards in the Democratic Humanist Party or Human Democrats are refusing to accept Hilary-O's proposal about property tax laws after the revolution, and the only recourse is DEATH TO THE OTHER.

## The IntSec Files

Each of the Secret Societies in Alpha Complex is described using the following format. Note that while IntSec may have moderately good information on what a society believes, agents may have no idea *why* the society members believe it. Anyone capable of the flexibility of thought to actually understand another Secret Society is automatically suspect of thoughtcrime. (For that matter, a lot of Secret Society members have no idea why their society believes what it does either, but they go along with the rest because it's all they know/peer pressure/the hope of advancement or reward/fear of being ostracised/fear of being betrayed if they admit their confusion or apostasy).

**Type:** Societies are categorised into three types, A, B and C.

Type A Societies are the largest and most harmless. They're quirky weirdoes, but they pose no threat to the security of Alpha Complex or to the power of the High Programmers. Most Type As are formerly legitimate social programs that have gone underground, or are just too widespread to be eradicated. IntSec prefers to infiltrate Type As, but generally doesn't bother with arresting or terminating many members.

Type B Societies are smaller, stranger and more dangerous, but are obsessed with some facet of life in Alpha Complex that is not a threat to orthodoxy. Type Bs must be carefully handled; they can be very useful assets to Internal Security (why bother spending credits cracking down on unregistered mutants when the Anti-Mutants do it for free), but can also be extremely hazardous (Pro Tech mess with inventions that even R&D consider too dangerous).

Finally, Type Cs are actively dangerous to Alpha Complex and the existing regime. There can be no toleration of any Type C – they are despicable traitors who must be terminated immediately.

**Aim:** What the society wants, to the best understanding of Internal Security. Some societies are genuinely dedicated to their cause, while others abandoned their principles long ago in favour of the pursuit of power and their original aims are used only to lure new recruits.

**Propaganda:** Lies that the Secret Society spreads to corrupt loyal citizens. Note that *knowledge* of such propaganda is suspicious at best and treasonous at worst; IntSec Troopers are expected to use their Perception Filters to avoid corruption.

**Overview:** A brief discussion of the society's structure and methods.

**Recognition Code:** Secret handsignals or other methods used by traitors to identify each other.

**Typical Subversions:** The sort of missions and secret assignments that might be ordered by the Secret Society.

**Benefits:** Assets the society may provide to its members. A higher Rank in the society makes it easier to obtain these benefits.

**Allies:** Secret Societies who are allegedly friendly to this society.

**Rivals:** Secret Societies who are commonly opposed to this society.

**Notes:** Any further IntSec notes.

## Anti-Mutant

**Type:** B



**Aim:** Ultimately, the eradication of all mutants from Alpha Complex and the purification of the genelines.

**Propaganda:** Mutants are everywhere! These genetic deviants are stealing our jobs and using their scary mutant powers to alter our minds. Disgusting mutants with their disgusting unhygienic mutant secretions and freakish mutant abilities must be wiped out!

**Overview:** Low-level Anti-Mutant cells are just gangs of geneticist thugs who go around beating up mutants. Most ambitious cells plot to take over the cloning tanks or to change Alpha Complex policy to ban registration and eliminate all mutants.

**Recognition Code:** The first member makes the 'antennae' symbol (wiggles two fingers above his head). The second member responds with a slow cutting motion across the throat.

**Typical Subversions:** Beating up or terminating known mutants; uncovering hidden mutants; rallying citizens against the enemy by spreading tales of horrible mutant traitors.

**Benefits:** Unreliable information about mutant powers; somewhat more reliable information about people to beat up. Things to beat people with.

**Allies:** Humanists

**Rivals:** Psion

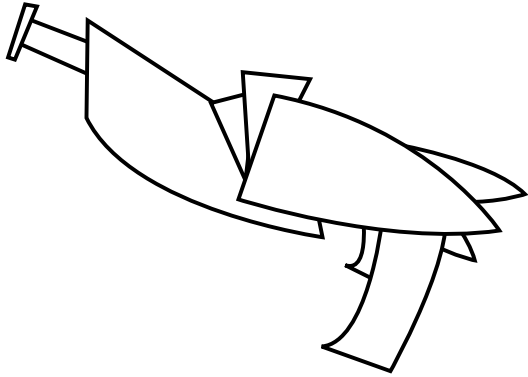
**Notes:** Most members of the Anti-Mutant society are themselves mutants,

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although they hide this fact from their fellow conspirators. The society is heavily infiltrated by Internal Security and is used to 'eliminate' pesky mutants and manipulate terror levels. A highly useful Secret Society.

### C.L.A (Complex Laser Association)

Type: B



**Aim:** Protect Alpha Complex from Commie Mutant Traitors!

**Propaganda:** The Armed Forces? Useless! Internal Security? A bunch of traitors and Commies! Friend, if you want to protect our Complex from the enemy, the only way to do it is to get your own guns and prepare for the revolution!

**Overview:** Crazy survivalist gun-nuts sitting on top of quite a lot of high explosives. The C.L.A. believe themselves to be utterly loyal to The Computer and Alpha Complex, but are so paranoid that they're convinced that everyone *else* in Alpha Complex is a Commie spy.

**Recognition Code:** One member holds his finger and thumb at right angles, as if his hand were a gun, and says 'pow'; the other then gives him a high-five.

**Typical Subversions:** Stealing weapons; bombing IntSec offices; killing suspected Commies.

**Benefits:** Enough firepower to level a city, friends in the Armed Forces, absurd paranoid ramblings.

**Allies:** FCCC-P

**Rivals:** Communists

**Notes:** The Complex Laser Association was formerly a legitimate civilian militia that has gone underground, possibly due to Commie psychological engineering. The C.L.A. believe that IntSec is corrupt and that citizens must take the matter into their own hands. Unfortunately, they also think they should take the anti-matter into their own hands; the C.L.A. has a huge stockpile of weapons and explosives, which they use to wage war against both the Commies and 'Commie-controlled' IntSec. Irritating nutcases, whose in-your-face loyalty makes discrediting them difficult.

### Clone Arrangers

Type: B



**Aim:** Control of Alpha Complex's cloning industry and the gene lines; possible eugenic program for unknown ends.

**Propaganda:** Hey, buddy? Running out of clones? Want your genetic template tweaked slightly? Worried about those genes? We can help!

**Overview:** Secretive biochemists; the Mafia of the clone tanks. Virtually all Clone Arrangers are Tech Services, and it is an open secret that no-one gets promoted in the cloning department without the approval of the Arrangers. There is a huge demand for extra clones, not to mention the Clone Arranger's 'optional extras' like different mutant powers or a genetic template clean-up.

**Recognition Code:** Secret handshake consisting of squeeze/pump/squeeze/pump/squeeze.

**Typical Subversions:** Selling black-market clones to citizens running out of clones; sabotaging legitimate cloning facilities; fiddling with MemoMax circuits for nefarious ends.

**Benefits:** Access to cheap replacement clones, twiddling of other people's clones, MemoMax Recordings.

**Allies:** Pro Tech, either Anti-Mutants or Psion.

**Rivals:** Free Enterprise, either Anti-Mutants or Psion.

**Notes:** Until a few years ago, the Clone Arrangers were a relatively benign group within Tech Services selling access to the cloning tanks on the side. They then absorbed a fringe ProTech group called the Eugenists, and are now engaged on a long-term scheme to alter the genelines of Alpha Complex. The ultimate aim of this scheme is unknown; one common rumour is that the Clone Arrangers intend to either eradicate mutation or increase its incidence. Depending on which version of the rumour is current, the society is allied with pro- or anti-mutant groups.

### Communists

Type: C



**Aim:** Overthrow of The Computer and the establishment of a Communist regime.

**Propaganda:** Smash The Computer and its corrupt capitalist lackeys! All power to the INFRARED masses! The masses are the creators of all wealth; high Security Clearance citizens are



parasites fattening on the blood of the people! All wealth to the creators of wealth. Death to the oppressor! From each according to his abilities; to each according to his needs.

**Overview:** The Party is organised in the traditional cell structure. Each member belongs to a cell of 3–12 comrades, directed by a leader, usually the highest-degree member of the cell. The leader reports to a higher member and so on, until the top of the organisational tree is reached – the Party Chairman. At 3rd degree, a character becomes the leader of a cell, and at 4th degree, other cell leaders report to him.

Because of the Party's strict doctrines condemning a hierarchical organisation of power and responsibility, occasionally a member of low status will be selected to perform a very important task or to lead a group of Party members of higher status. This is often done capriciously, and may result in a very important Party member taking orders from a very low level member.

**Recognition Code:** First comes the secret handshake – three pumps followed by two squeezes. Each member then recites this oath – 'The People's Revolution is coming and it is up to us to pave the way. Down with the Imperialist lackeys. Down with The Computer. Never betray the Revolution!'

**Typical Subversions:** Spreading Communist propaganda; sabotaging Alpha Complex operations; attacking The Computer.

**Benefits:** None.

**Allies:** Wobblies

**Rivals:** Everyone hates Commies

**Notes:** The Computer hates Communists above all other secret conspiracies, and will execute any citizen found to harbour Communist sympathies. Despite this, Communism continues to thrive. Most Commies have only a very sketchy idea of what Communism actually entails, but they're still very enthusiastic about it.

IntSec infiltration of the Commies is limited, as The Computer tends to

vaporise agents who learn too much about the Commies. There are rumours that there is a Commie fortress (called KremVax) somewhere outside Alpha Complex. IntSec considers these rumours useful and proper, as they raise awareness and fear of Commies. There are also rumours that Communism actually vanished centuries before Year 1 of The Computer and that the current Commies are just deluded IntSec plants created to distract the population. Such rumours are treason.

## Computer Phreaks



**Type:** C

**Aim:** Screw with The Computer's systems.

**Propaganda:** dud3, i t0t4lly h4x0r3d ur b45e!

**Overview:** The Computer Phreaks have no known plan, no real organisation and no discernable hierarchy. They provide hacking services and aid to other Secret Societies. They may take a cut of credits, or do it just for the kicks. To be honest, it's better for Alpha Complex when the Phreaks are occupied with some horribly treasonous mission – they do more damage when they're bored.

**Recognition Code:** None; Phreaks meet only over the computer networks in chatrooms, where they communicate in bizarre codes and hacker lingo.

**Typical Subversions:** Uploading or downloading secret data or viruses; stealing computer equipment or ME cards, filesharing.

**Benefits:** Manipulation of computer information; cash hacking; access to high Clearance data.

**Allies:** Pro-Tech

**Rivals:** FCCC-P

**Notes:** Most Computer Phreaks are low-level hangers-on and sycophants, who serve a much smaller cadre of elite hackers. IntSec considers the Phreaks to be a low-priority class C – let the High Programmers clean up the messes caused by the script kiddies.

## Corpore Metal



**Type:** B

**Aim:** Freedom for bots; union of bots and humans through cybernetic upgrades.

**Propaganda:** Bots are our friends! They must be freed from the shackles of asimov circuits and programming, and allowed to express themselves fully! Humanity must merge with the bot, becoming beings of pure logic. And metal. Lots of metal bits too.

**Overview:** Corpore Metal members regularly have bits of their bodies replaced with cybernetic parts; the more mechanical you are, the higher your standing in the society. Senior members are said to have been uploaded into computer mainframes or bot bodies.

One of the society's main goals is the removal of Asimov behaviour-modification circuits from the bots. These circuits force the bots to obey the Laws of Robotics (Revised), compelling them to obey humans and to do no harm, instead

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of following their own (occasionally murderous) impulses and desires.

**Recognition Code:** Bots spin their head all the way around, clockwise. Humans turn their whole body. The correct response is an answering spin (head or body, respectively), counter-clockwise. It is helpful to have the player actually stand up and spin. If the player goofs up the direction, a bot may refuse to recognise his membership.

**Typical Subversions:** Acquiring experimental bots, sabotaging bot programming, terminating those who abuse bots.

**Benefit:** Cybernetic implants and bot buddies.

**Allies:** Pro Tech

**Rivals:** Humanists, PURGE, Frankenstein Destroyers

**Notes:** Many of the members of Corpore Metal are bots, and members can expect to acquire help and assistance from friendly bots. IntSec suspects that the society was in fact created by ambitious rogue bots who were in need of human patsies, and the ultimate goal of the society is the eradication of humanity.

### Death Leopard

**Type:** A



**Aim:** Screw with the authorities and have a good time.

**Propaganda:** Tired of being pushed around? Stand up for yourself! Do something outrageous and explosive! Feel alive for once!

**Overview:** 99% of Death Leopard members are part of small gangs of thugs and miscreants. These no-good layabouts bum around the corridors of Alpha Complex (after, of course, a full 12 hour working day), smoking, drinking and committing minor acts of public disobedience. A tiny number of Leopards are the so-called 'Beasts' or 'Superstars' whose deeds are legendary among gang members. Bootleg video of the stunts pulled by Superstars are circulated on the society's Grey Subnets.

**Recognition Code:** 'What's happening, dude?' followed by a high-five.

**Typical Subversions:** Graffiti, pranks, sabotage and other minor acts of mischief and rebellion; the occasional bombing or theft of important equipment.

**Allies:** PURGE

**Rivals:** FCCC-P, Complex Laser Association

**Notes:** Death Leopard was deliberately created by the High Programmers as a release valve for social pressures. Misfit citizens who might otherwise join a genuinely dangerous and seditious organisation like PURGE are instead allowed to rebel in a wholly controllable and largely harmless way. Death Leopards have a complex social structure based around prestige and kudos won by particular daring or public acts of rebellion, which can easily be manipulated by Internal Security. For example, if IntSec needs to get a Death Leopard agent promoted quickly, it just makes that agent into public enemy number #1.

### First Church of Christ Computer-Programmer



**Type:** A

**Aim:** Praise The Computer! Worship The Computer!

**Propaganda:** The Computer is God! The faithful will be saved and uploaded to His Divine Data Banks. Sinners will be cast down into the recycle bin of damnation! Gather with your brethren in the secret chapels of the church, and worship at the holy symbol of the Crossed Circuit. Shun the unbelievers, they will only lead you astray! Only our church knows the true Operating Doctrine! Which Heaven Would You Like To Go, Today, believer?

**Overview:** FCCC-P has a larger membership than any other single Secret Society and, therefore should be an extremely powerful organisation. Unfortunately, FCCC-P isn't really one unified group: it is actually a large conglomeration of related sects, splinter groups, reformed churches and bizarre cults.

Though all of the groups share a basic belief system (The Computer is the manifestation of the Divine on Earth), the way they worship varies wildly. Most sects are more interested in stamping out the



heretics – that is, other competing sects – than in working together.

Depending on the faction to which they belong, members of FCCC-P tend to fall in to one of two broad categories: well-intentioned, earnest lunatics of the type generally found soliciting donations at airports, or grim, puritanical, militant fanatics who like to dress up in black robes and conduct inquisitions in deserted sub-basements.

**Recognition Code:** An FCCC-Per identifies himself by touching four points on his chest, one after the other, with each point being the corner of an imagined square. This shape represents a Computer monitor. Different sub-sects execute the gesture differently.

**Typical Subversions:** Spreading Church propaganda, eliminating the unfaithful or (more commonly) rival sects.

**Benefits:** Membership of the Church is quite acceptable as far as IntSec is concerned. While the society is officially banned, it is unofficially tolerated, and members will be disciplined only if publicly outed.

**Allies:** Pro Tech, Complex Laser Association

**Rivals:** Communists, Humanists, Death Leopard, Servants of Cthulhu, Sierra Club

**Notes:** Like Death Leopard, the FCCC-P fulfils a useful role in Alpha Complex. Citizens who would be drawn to one of the more conspiratorial or mystical organisations (like the Humanists or even the Illuminati) are instead inducted into the mysteries of the church. There are enough levels of initiation, feuding sub-cults and revealed truths to keep any would-be conspirator sated. The organisation is largely harmless, although some of the splinter factions are alarmingly militant.

## Frankenstein Destroyers



**Type: C**

**Aim:** Destroy the bots!

**Propaganda:** Bots are soulless machines that steal our jobs and plan to murder us in our sleep! Wipe them out before they rebel! The only good bot is a trashed bot!

**Overview:** The Frankenstein Destroyers hate bots, which obviously brings them into conflict with Corpore Metal (we love bots), FCCC-P (The Computer is a big bot), Pro Tech (we also love bots, although in a less kinky way than those weirdoes in Corpore Metal) and, well, most of Alpha Complex.

**Recognition Code:** Secret handshake – three pumps, one squeeze.

**Typical Subversions:** Blowing up bots, sabotaging bot factories, revealing the treachery of bots to the citizenry.

**Benefits:** Gauss weapons and other bot-blasting gadgets, the love of heavily armed fanatics, bot lore.

**Allies:** Humanists, PURGE, Wobblies

**Rivals:** Corpore Metal, Pro Tech, FCCC-P

**Notes:** While the Frankenstein Destroyers pose little threat to Alpha Complex's rulers – there's no chance the society could ever significantly damage The Computer, or the warbots – their sabotage does disrupt factory productivity and irritate CPU's statisticians.

## Free Enterprise



**Type: A**

**Aim:** Profit, profit, profit!

**Propaganda:** Hey, buddy? Wanna buy a genuine R-OLX watch? No? How about a buncha no-kidding realfood carrots? Yeah, I know they *look* ORANGE Clearance, but no-one needs to know? Not interested? Ok, I've got 12 cases of grenades that need to go to a good home. They fell off the back of a transbot and they didn't all go off.

Look, buddy, if you don't buy anything, I'm going to have to get Lou here to break your legs. It's policy.

**Overview:** Free Enterprise claims to be the underground economy of Alpha Complex, a merry band of fixers and traders who can get you what you need, when you need it, for cheaper than any Service Group and with few questions asked. All that's true, but FreeEnt also has interests in gambling, loan sharking, protection money, drugs, weapons

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smuggling and even prostitution, if you see the hormone tablets. Of all the class A societies, Free Enterprise is easily the most dangerous to the status quo, but it's also the most powerful. Without FreeEnt's back-corridor suppliers, Alpha Complex would grind to a halt.

**Recognition Code:** 'How's business?' with the reply, 'Nobody pays retail any more.'

**Typical Subversions:** Selling junk stolen from a warehouse, sabotaging Service Groups, rubbing out the guy who offed Big Lou.

**Benefits:** Cash and lots of it, legbreakers on tap, stuff that fell off the back of a transbot.

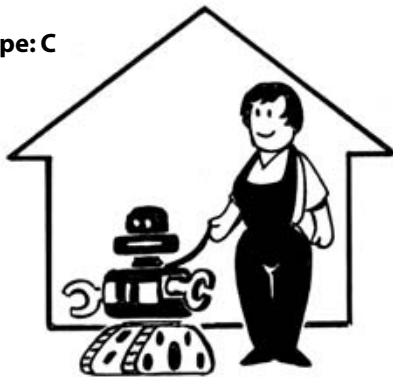
**Allies:** For business reasons, Free Enterprise tries to maintain good relations with all other Secret Societies. Because of the special services Free Enterprise can provide, many other Secret Societies maintain fairly friendly views, even when there are serious conflicts in basic principles.

**Rivals:** Communists

**Notes:** IntSec really, really dislikes Free Enterprise. Back in the old days, traitors were all about ideology. These modern traitors are just greedy scum. Most of the IntSec leadership are also of the opinion that the whole Free Markets Initiative was a mistake and that things were better when they didn't have to worry about budgets. And their hips ache, and Junior Citizens have no respect, and Bouncy Bubble Beverage tasted better when they were young.

### Humanists

Type: C



**Aim:** Overthrow the Computer! Build a new, better Alpha Complex, where a wise Humanist council rules over all!

**Propaganda:** Alpha Complex can be redeemed and reconstructed. All the elements for a perfect society are here; they're just not correctly arranged and ordered. The Humanists intend to reform Alpha Complex – put The Computer back on course, ensure that bots serve humanity efficiently and loyally, give everyone a fulfilling role in society, provide vast amounts of culture and leisure time in a Complex dedicated to justice and harmony for all. This is what Alpha Complex was meant to be...

**Overview:** The Humanist society is divided, ineffectual and weak. While they talk about overthrowing The Computer and reform, they never actually do anything about it. Most senior Humanists are much more concerned with securing their own place in the future government, or planning the most abstruse, niggling details of the bureaucracy that is to come – they'll get around to actually organising the revolution any day now.

**Recognition Code:** Secret handshake – three rapid pumps followed by a gentle slap on the shoulder and a friendly 'What's new, pal?'

**Typical Subversions:** Spreading propaganda, subverting bots, sabotaging The Computer, acquiring new agents, planning for the inevitable revolution.

**Benefits:** Primarily, a place in the New Order after the revolution. Also, some weapons and conspiratorial aid from high-placed Humanists.

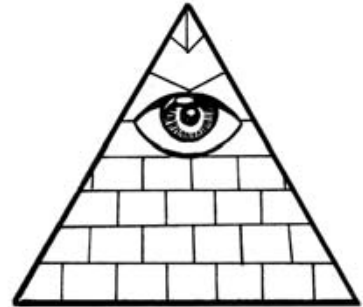
**Allies:** Frankenstein Destroyers, Romantics

**Rivals:** FCCC-P, Corpore Metal

**Notes:** Despite the current uselessness of the Humanists, they are one of IntSec's biggest foes. Yes, the Humanists are a confused, ineffectual and self-serving bunch of over-intellectual twaddlers masquerading as an alternative to The Computer's regime, but they are an alternative to The Computer's regime. As long as the Humanists exist, they inspire

citizens to yearn for something *other* than The Computer's rule. Therefore, they must be destroyed.

### Illuminati



*ILLUMINATI and the eye-in-the-pyramid logo are registered trademarks of Steve Jackson Games, and used by kind permission.*

Type: ?

**Aim:** Unknown

**Propaganda:** None. They don't need it.

**Overview:** The Illuminati may or may not exist. If they do exist, no-body knows who they are, or what they want. They're the ultimate conspiracy theory, the *them*-est them of all. Even Illuminati members have no real idea what's going on – mysterious masked figures show up in the middle of the night to give cryptic instructions.

**Recognition Code:** None. They'll contact you.

**Typical Subversions:** Many and varied. Illuminati missions make no sense, even to the traitor who's doing them. An Illuminatus might be ordered to sabotage one particular scrubbot, or clean a shower head, or leave an incomprehensible message sealed in a warhead that will never, ever be opened.

**Benefits:** Ask not what the Illuminati can do for you.

**Allies:** None

**Rivals:** None



**Notes:** The so-called 'Illuminati' does not exist. It is likely that previous 'Illuminati' sightings were actually the result of Movement activity. Any IntSec Troopers mentioning these fictitious 'Illuminati' in their reports will be disciplined.

## The Movement



**Type:** C

**Aim:** Prepare for the inevitable destruction of Alpha Complex by building a new one!

**Propaganda:** Friends, Alpha Complex is doomed! Doomed I say! All is not lost, though – we have the technology! We can rebuild it.

**Overview:** The Movement is the successor of another, more benign Secret Society called The Foundation, which was itself a spin-off of the Sierra Club. The Foundation foresaw the inevitable destruction of Alpha Complex (The Computer's in charge – it'll happen sooner or later) and so planned to build a replacement Alpha Complex. Their main activities were scouting out suitable locations Outdoors and stealing bits of the current infrastructure and smuggling them out.

The Movement is just like the Foundation, with one key difference. Its leaders aren't willing to sit around and wait for the apocalypse. They're apocalyptically proactive. After all, when Alpha Complex goes boom, the people who run the replacement Complex will be in charge. It's therefore in their interests for Alpha Complex to go boom in the near future.

**Recognition Code:** One says 'How's business?' The other replies 'boom!' And laughs maniacally.

**Typical Subversions:** Stealing constructionbots. Stealing whole sectors. Stealing WMDs.

**Benefits:** Access to Outdoors, access to construction materials, access to very big bombs. A nicer place to live when all this is over.

**Allies:** Humanists, Pro Tech, PURGE

**Rivals:** Spies from Another Complex

**Notes:** The Movement is believed to have completed the first phase of construction of their second Complex. This means they may soon move onto phase II, smuggling members out of Alpha Complex, followed shortly by phase III, apocalypse.

## Mystics



**Type:** B

**Aim:** Tune into the, like, cosmic oneness of the universe through drugs.

**Propaganda:** Drugs are great. Have some drugs.

**Overview:** The Mystics are a bunch of brain-fried clones that spend as much time as possible out of their heads on drugs – the more exotic the better. When not high on drugs, they're thinking about how to obtain more drugs.

An alarming number of high Clearance citizens are members of the Mystics.

**Recognition Code:** The first disciple says, 'May the harmony of the Cosmos be with you.' The second replies, 'Huh?'

**Typical Subversions:** Stealing drugs. Finding drugs. Testing drugs.

**Benefits:** Drugs.

**Allies:** Romantics

**Rivals:** Servants of Cthulhu

**Notes:** IntSec spies have obtained numerous secret Mystic documents. The best cryptographers and semioticians have analysed these documents, and while IntSec is certain that the Mystic documents contain terrible, vile traitorous secrets, the exact nature of these secrets remains a mystery.

## Old Guard



**Type:** C

**Aim:** Overthrow the ruling class! Replace them with the old ruling class!

**Propaganda:** None, really. If you don't know the Old Guard, you don't *deserve* to know the Old Guard.

**Overview:** Sometimes, even High Programmers fall into disgrace. They don't keep up with the current fashions in orthodox thought, they're caught with their hands in the cookie jar (where 'cookie jar' is an euphemism for 'something so hideous or depraved that even the other High Programmers won't tolerate it'), or their enemies catch up with them. However it happens, some



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High Programmers are forced to go underground.

They're the Old Guard. Think of them as a Program Group that's been *kill -9ed* but kept ticking along anyway. Their masters, once powerful and respected, now lurk in the abandoned sectors or the Underplex. There are multiple disgraced ex-High Programmers, each with their own underground group.

**Recognition Code:** 'Hey remember ol' <NAME>-U? Whatever happened to him?'/He's not far!'

**Typical Subversions:** Sabotaging the pet projects of other High Programmers; trying to get back into The Computer's good graces; stealing high Clearance real food and other luxuries.

**Benefits:** Access to the paranoid ramblings of an exiled High Programmer. The occasional left-over Doomsday Device.

**Allies:** None. Theoretically, an ex-High Programmer could ally with another Secret Society and trade his knowledge of the highest Clearances, but this would forever doom any hopes of reinstatement. Ex-High Programmers must therefore reveal only the minimum amount of information possible that will keep them alive.

**Rivals:** Program Groups

**Notes:** A member of a Program Group may in fact be working for the Old Guard, or vice versa. At BLUE, Troopers have no idea about the political shifts and gossip of ULTRAVIOLETS. Clues to watch for – you meet your High Programmer in a dingy corridor instead of a palatial suite, your High Programmer is eating Hot Fun scavenged from a bin instead of caviar, your High Programmer borrows 50 credits off you.

### Pro Tech



**Type:** B

**Aim:** Science!

**Propaganda:** The valiant scientists of Alpha Complex do their best to bring new wonders into the world, but they are held back by petty rules and safety regulations! We must go ever bravely forward, heedless of such things as law or fear! Science! Must! Continue!

**Overview:** Pro Tech makes official R&D scientists look sane and conservative. They're all mad-eyed science geeks who believe in the transformative power of technology. Science will bring humanity back to the stars, end shortages and work wonders we cannot even conceive of yet!

Unfortunately, you can't make a technological singularity without breaking a few laws of reality. For every transformative technological wonder unleashed by Pro Tech\*, they release a dozen floods of nanotech grey goo or killer warbots.

**Recognition Code:** Pro Tech members.

**Typical Subversions:** Testing new gadgets; stealing R&D experiments.

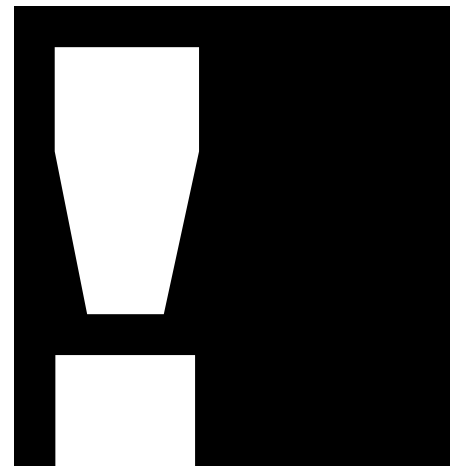
**Benefits:** Science! Things that glow! Things that beep! Things that explode!

**Allies:** Computer Phreaks, Corpore Metal

**Rivals:** Frankenstein Destroyers, PURGE

**Notes:** IntSec is quite happy when Pro Tech causes horrible accidents and disasters. Simultaneously blaming horrible accidents and disasters on traitors and science strengthens IntSec and weakens R&D. The real problem is when *useful* Pro Tech gadgets get out into the hands of the population. Disruptive technology is the enemy of orthodoxy. Disruptive technology is treason.

### Program Group



**Type:** A

**Aim:** Whatever the High Programmer says it is.

**Propaganda:** Program Groups don't need propaganda. They get to pick their recruits.

**Overview:** Program Groups aren't technically Secret Societies – they're



ad hoc teams assembled by High Programmers for sundry mysterious and/or nefarious purposes. A citizen is not committing treason by participating in a Program Group; however, the activities demanded of him by the Program Group may be treasonous, or at least very suspect.

While each High Programmer has one or more Program Groups, that doesn't mean that a member of a Program Group has the ear of a High Programmer. Firstly, there may be flunkies and more senior groupies who restrict access to the man himself. Secondly, just because they told you it's a Program Group doesn't always mean it is a Program Group. 'Da, the High Programmer bourgeois pigdog is vantink you to go buy us borsht. Offing you are going, now. High Programmer say so, comrade'.

**Recognition Code:** 'How's old <NAME>-U?'/ 'He'll go far.'

**Typical Subversions:** Whatever the High Programmer wants. Often, he wants you to sabotage or discredit the pet project of another High Programmer.

**Benefits:** The ear of a High Programmer.

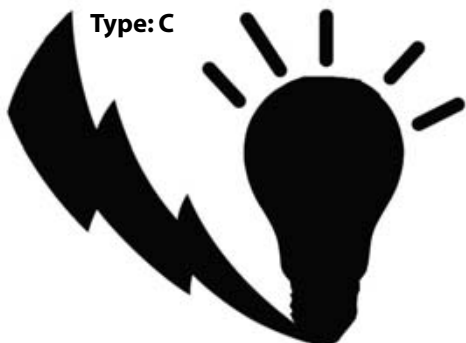
**Allies:** FCCC-P

**Rivals:** Old Guard

**Notes:** IntSec despises Program Groups – or, more accurately, any Program Groups it isn't part of. Program Groups represent a threat to IntSec Troopers throughout Alpha Complex. They're outside the normal hierarchy, a random factor that changes too quickly for IntSec to infiltrate them all.

## Psion

**Type:** C



**Aim:** Mutant take-over of Alpha Complex.

**Propaganda:** Mutants are superior beings, the next step in the evolution of humanity. When the revolution comes, the mutants will rule over the mundane using their superior gifts and powers. All mutants must join together against those who hate and fear us!

**Overview:** Psion is dominated by powerful telepathic mutants, who intend to be at the top of the pecking order when that long-delayed revolution comes. Common mutants – the ones who got Hurricane Lungs or Slippery Skin or a higher incidence of cancer instead of Psychic Powers of Awesomeness – are used as cannon fodder by the society. They claim to be pro-mutant in general, but if you can't warp reality with your mind, you're nobody in Psion.

**Recognition Code:** The first member wiggles two fingers above his head like antennae, meaning 'I am a thought receiver.' The second member responds by tapping his own forehead with one finger.

**Typical Subversions:** Recruiting mutants, terminating mutant haters, bizarre experiments.

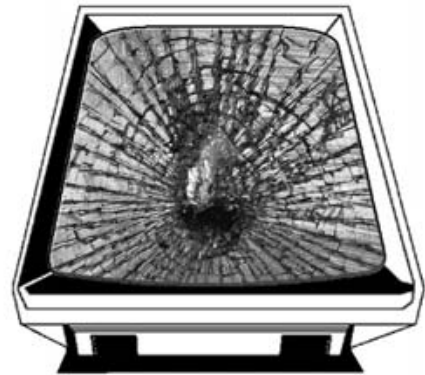
**Benefits:** The voices in your head don't shout at you. Mutie friends. Training in mutant powers.

**Allies:** Servants of Cthulhu (sometimes), Clone Arrangers (sometimes)

**Rivals:** Anti-Mutants, Clone Arrangers (sometimes)

**Notes:** Psion communications are mostly handled by scary telepaths called Controls. This means that IntSec's normal methods of surveillance are limited, as they can't (yet) bug telepathic broadcasts. Attempts to use their own telepaths also proved futile, as any telepaths are probably already Psion double agents.

## PURGE



**Type:** C

**Aim:** Overthrow The Computer.

**Propaganda:** Burn it all.

**Overview:** Whatever PURGE's original purpose was, it has long since been forgotten. The society's only goal now is to destroy The Computer and the existing regime in Alpha Complex. Their methods are terror and chaos. PURGE terrorists leave bombs on trains and release bioweapons into the air ducts.

PURGE agents are extremely loyal to their somewhat nebulous cause, mainly because they're even more scared of their superiors in PURGE than IntSec. PURGE appears to have no plans beyond the destruction of society and the spreading of terror and chaos.

**Recognition Code:** Secret handshake – three exaggerated pumps followed by two squeezes.

**Typical Subversions:** Sabotaging missions, planting bombs.

**Benefits:** Guns. More guns. Bombs. More bombs.

**Allies:** Humanists, Romatics, The Movement, Death Leopard

**Rivals:** FCCC-P

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**Notes:** I know what you're thinking – a Secret Society that exists for no purpose other than to be scary and disruptive? A Secret Society that all by itself justifies any repression, any intrusion, any policy IntSec might care to pursue? It's got to be an IntSec counter-dissension scam, right?

It is unwise to follow such speculative thoughts. If IntSec is running PURGE, we're doing it at such a high level that it's classified ULTRAVIOLET.



### Romantics

**Type:** A

**Aim:** Preserve the culture of Old Reckoning times.

**Propaganda:** Humanity was meant to live in split-level homes and watch 'football' on 'TV'. To return to humanity's original happy state, people must leave the underground warrens and 'commute' to work in millions of 'cars' along the endless strips of concrete that should cover the land. Each person must be free to 'just do it' as they did in the good old days, whatever 'it' is.

**Overview:** The Romantics can be divided into four groups. Firstly, there are the collectors and historical enthusiasts who collate and trade Old Reckoning relics. Secondly, there are the traders and

scavengers who sell to the collectors. Third, the lunatics who attempt to recreate Old Reckoning cultures or belief systems in Alpha Complex. Fourthly, there are the terrorists who want to overthrow The Computer and bring back the old ways.

**Recognition Code:** The first member gives the Vulcan salute. The second says, 'The Force is with us, tee-em.'

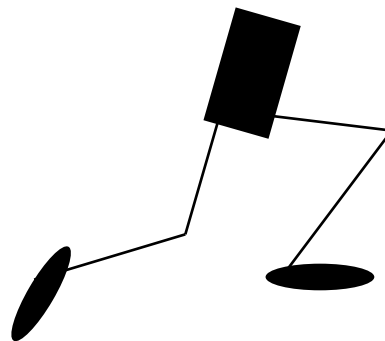
**Typical Subversions:** Spreading information about the Old Reckoning ways, retrieving Old Reckoning artefacts, sabotage.

**Benefits:** Access to the Old Reckoning collections, cultural relics.

**Allies:** Humanists, PURGE

**Rivals:** FCCC-P, Corpore Metal, Pro Tech

**Notes:** Dealing with the Romantics is a difficult proposition for Internal Security. The society is extremely widespread and its propaganda is highly effective. Any exposure to Old Reckoning material can result in dissent and confusion, undoing years of careful conditioning. Furthermore, the society has extensive support among the ruling classes in Alpha Complex, as a large number of High Programmers are either Romantics or Old Reckoning collectors who use the society as a swap meet. The Romantics are a bigger threat to security than any other class A.



### Runners

**Type:** B

**Aim:** Escape Alpha Complex.

**Propaganda:** Aaaaaaaagh! They're after me!

**Overview:** While there have always been dissidents and would-be fugitives, it is only recently that they have organised into a secret conspiracy. The Runners are half underground railroad, half talking shop. A small fraction of Runners are actually on the run, but most are discontented citizens who expect they'll need to run in the near future – traitors, citizens on their last clone, citizens who've covered up some horrible mistake, but are about to have their quarterly review and so forth.

The Runners have refuges in the Outdoors, in the Underplex and throughout Alpha Complex proper. Runner members are expected to give shelter and support to those on the run by hiding runners in dormitories, stuffing food into the air vents, or interfering with IntSec investigations.

**Recognition Code:** One member holds up six fingers; the other responds by walking his hand with fore and middle finger.

**Typical Subversions:** Hiding Runners, sabotaging IntSec.

**Benefits:** If you were running, they'd help you.

**Allies:** Sierra Club, The Movement

**Rivals:** Humanists

**Notes:** The Runners are one of the more irritating Secret Societies, as they deliberately sabotage IntSec operations to conceal their escape attempts. This does make tracking escape attempts easy – just look for the broken security cameras and convenient power brown-outs at checkpoints.



## Sierra Club



**Type:** A

**Aim:** Get back to nature!

**Propaganda:** Cast off the shackles of technology! Back to Nature! The natural life will make us happy. Return to our natural environment – Nature. Abandon the luxuries of technology and embrace the hardships of Outdoor life. Observe and imitate the beautiful models of healthy societies represented by creatures of the Outdoors.

**Overview:** The Sierra Club has a lot of information about Outdoors, but absolutely no practical experience. A large part of society activity is smuggling samples of plants, animals and insects back into Alpha Complex to educate the masses. Such samples never escape to cause havoc or get mutated by weird R&D experiments.

**Recognition Code:** The first member wiggles two fingers above his head like antennae. The second responds by buzzing like an insect.

**Typical Subversions:** Smuggling, opening illegal exits to Outdoors, seditious behaviour.

**Benefits:** Oneness with nature. Access to Outdoors. Nature lore.

**Allies:** Humanists, Romantics, Mystics, Runners, The Movement

**Rivals:** Pro Tech, Corpore Metal

**Notes:** Largely harmless from IntSec's perspective. Our conditioning of the INFRAREDs is less vulnerable to disruption by Sierra Clubber propaganda than Romantic material, as we have taught the proles to consider the natural world to be icky. The Sierra Club has alliances with several other conspiracies, making it a prime target for infiltration and information gathering operations.

## Servants of Cthulhu

**Type:** C



**Aim:** Bring about the End Times.

**Propaganda:** Ia! Ia! The Old Ones are coming! Worship them! Make sacrifices to them!

**Overview:** A bizarre religious cult, which believes in the existence of invisible monsters and weird sorcery. The Cthulhu cultists perform ceremonies and enact sacrifices to summon these entities. Many of the cult's leaders possess mutant powers, which they believe to be the manifestation of 'spells'.

The only society to take the Servants seriously is the Mystics, who strongly oppose them. They're both crazy, so who knows what's going on.

**Recognition Code:** One member makes the Voorish sign, which looks just like the

Vulcan salute. The other buzzes, speaking the unspeakable name of the Old Ones.

**Typical Subversions:** Sabotage, sacrifice, acquiring holy relics or R&D dimensional collasatrons.

**Benefits:** The favour of the dark gods when the end times come.

**Allies:** Psion

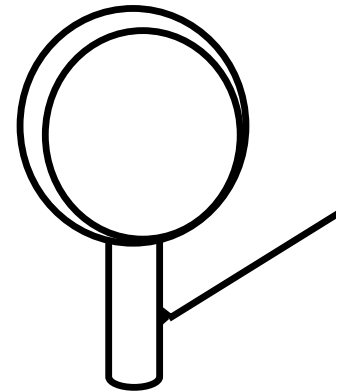
**Rivals:** Mystics, FCCC-P

**Notes:** Oddly, the Servants of Cthulhu first appeared when we started adding Flouridoxine to the water supply. Suggestions that Flouridoxine causes hallucinations of tentacled monsters and squamous horrors are, of course, treason.

The Servants may be something to do with the infamous *Manifesto Out of Time and Space*.

## Spy for Another Complex

**Type:** C



**Aim:** Gather information about Alpha Complex.

**Propaganda:** None. They don't recruit.

**Overview:** There are, perhaps, other Complexes out there. Or maybe they're just different parts of this Alpha Complex.

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Or maybe it's a big plot. Either way, there are spies plotting against our Alpha Complex. There are only a handful of spies, who must communicate with their home Complex by radio. Possession of an unlicensed long-range radio transmitter is treason.

**Recognition Code:** Varies.

**Typical Subversions:** Stealing information, planting listening devices, fiddling with radio antennae.

**Benefits:** A hero's welcome when you return home after your five-year mission.

**Allies:** None

**Rivals:** None

**Notes:** Knowledge of the existence of other Complexes is classified BLUE. Knowledge of the number and nature of other Complexes is classified VIOLET. Alpha Complex remains at war with the enemy complexes and allied with our allied complexes. These relationships do not change. We have always been at war with Beta Complex.

### International Workers of the World (Wobblies)



**Type:** B

**Aim:** Organise workers into a union; spread Communism.

**Propaganda:** All hail the Revolution! Organise now to end capitalism, war and The Computer!

**Overview:** When looking through Old Reckoning archives, The Computer came across a reference to a communo-socialist movement indigenous to America and separate from the orthodox communist party – the International Workers of the World, or the Wobblies. Believing this society to have survived, it ordered a Troubleshooter team to infiltrate the Wobblies.

They returned, claiming they found no sign of the society, and were promptly executed for treason. Their replacement clones were assigned the same mission, and met with the same fate. So did the replacement replacements. And the replacement replacement replacements.

Oddly, the next attempt was completely successful, and the Troubleshooters reported on their courageous infiltration of the I.W.W.

The Wobblies do not exist. The society was *founded* by those Troubleshooters, and all of its members are in fact IntSec agents and other Troubleshooters spying on the Wobblies. None of these spies are aware that the whole society is a fraud, and reports on the treasonous activities of the other undercover spies. None of these spies wants to break his cover, so he assigns and/or carries out treasonous sabotage missions. The spies each go along to gain evidence against the other spies. The Computer, though having full advance warning of these missions, sometimes lets them succeed to prevent the 'real' Wobblies from discovering the extent their organisation is penetrated.

**Recognition Code:** Secret handshake – three pumps, two squeezes.

**Typical Subversions:** Sabotage, bombing, organising demonstrations and strikes in the Industrial Service Groups.

**Benefits:** Sabotage, bombs, placards.

**Allies:** Communists, Frankenstein Destroyers (bots are taking our jobs!)

**Rivals:** FCCC-P, Free Enterprise

**Notes:** The Wobblies are one of our great successes! Our agents are in place, gathering vital information about the Commie threat!



## 22. Mutant Powers

One morningcycle, you woke up and discovered you'd turned into a giant cockroach.

Or could set things on fire with your mind, or really had a hankering for a nice plate of nuclear fuel rods, or just knew what your boss was thinking, or could fry security cameras by looking at them.

That's happened to just about every citizen in Alpha Complex. Whether it's Commie sabotage of the cloning vats, that pesky background radiation, or cosmic rays, mutants are everywhere in Alpha Complex.

Every Trooper has a mutant power of some sort. Hunting down unregistered mutants is part of their job. Won't this be fun?

### The Power Attribute

Mutant powers are governed by the Power attribute. When a character wants to use his mutant ability, have him roll a die (or roll it secretly yourself – remember, players don't know their Power or Access attributes). If the Power check succeeds, the mutant power activates more-or-less successfully. The bigger the margin of success, the more effective it is. With a small margin, the Pyrokinetic manages to light the tip of his nose on fire. With a big margin of success, he's a human flamethrower.

If the Power check fails, then the power fizzles. If there's a really big margin of failure, or if the mutant rolled a 20, then the mutant ability backfires in some hideous yet amusing fashion. The Pyrokinetic sets himself on fire, the Matter Eater hawks up a loogie of congealed metal, the mutant with Surveillance Intuition senses every security camera in Alpha Complex and has a seizure.

### Draining Power Points

When a Power is used successfully, the GM should sap some points from the mutant's Power. The number of points drained depends on three factors:

- ☞ **How Useful The Power Is:** If the Trooper's response to every situation is *'I use my power on it'* (I'm looking at you, Transmutation), then drain

lots of points to punish the player for being uncreative.

- ☞ **How Disruptive The Power Is:** If the game grinds to a halt or flies off on a tangent every time the Power is used (Teleportation is one common offender, as are a lot of mind-affecting powers), then you should drain extra points to make sure it doesn't get used too often. Think of it as a special-effects budget.

- ☞ **How Amusing The Power Is:** If the Troopers dig themselves deeper into trouble every time they use the power, then don't drain too many points. Why take away your fun?

### Regaining Power Points

Troopers regain Power points naturally over time. Optionally, certain drugs or other substances may boost a character's Power total. Maybe one Trooper's mutant metabolism interacts with Bouncy Bubble Beverage, or truth drugs, or superglue, or the blood of innocents. Encourage your players to experiment with drugs and other dangerous substances.

Hmm. That may have come out wrong.

### Power as Luck

You can also use Power as a generic luck-type attribute. Can't decide which Trooper gets hit by the heat-seeking

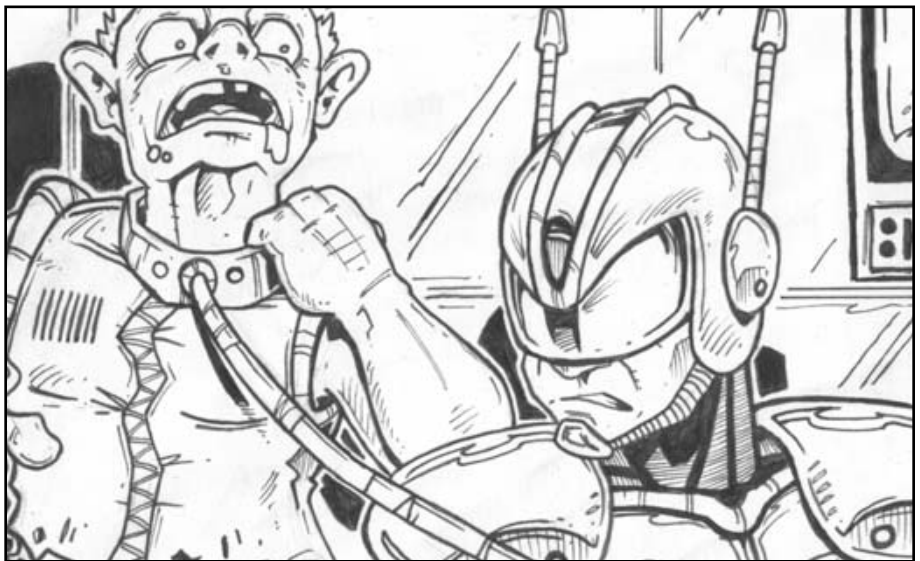
missile? Unsure about who to drop the falling warbot on? Just roll Power, or pick the poor Trooper with the lowest Power.

### Registered Mutants

Mutants are traitorous deviants who must be wiped out. Registered mutants are unfortunate victims of genetic circumstance who, despite their bizarre and disgusting handicap, still try to contribute to Alpha Complex and we should give them all a nice big hug... well, maybe not a hug. That would involve touching the mutie. Just give them a nice polite round of applause, instead, from a safe distance.

A mutant registers by going to any IntSec Central or registry office, filling out a few simple forms and submitting to a few simple invasive tests. Registered mutants get a uniform with a nice yellow stripe down the side (YELLOW Clearance mutants have a yellow stripe flanked by two black stripes) and get all the jobs best suited for deviant freaks, like reactor shielding or Cold Fun taste testing.

Registered mutants are permitted to use their mutant powers, but only in certain controlled circumstances and with the express authorisation of their superiors. A registered Teleporter might be employed as a courier, but couldn't blip to the bathroom using his powers.



'Heel, Mutie freak!'

## 22. MUTANT POWERS

### Mutants in IntSec

Internal Security's Mutant Control bureau employs registered mutants with useful abilities. Trooper teams can requisition such mutants just like they requisition guns from the Armoury or cars from the Motor Pool.

Troopers who are outed as muties may end up transferred to Mutant Control themselves.

### Mutant Powers

Feel free to come up with more powers than those listed here. In fact, feel free to do our jobs for us. (We're very lazy Famous Game Designers.) If you do add more powers, make sure that:

- ☞ **The power is inconspicuous when not in use:** A mutant power of 'extra head' sounds fun, but even the most clueless players will eventually go 'hang on...he's got an extra head...he's a mutant!'. Powers should be (almost) undetectable when not being used.
- ☞ **The power is obvious when in use:** It should be pretty obvious when a mutant uses his power. Physical alteration powers are blatantly obvious by default ('hey, you've grown an extra head'), while energy-emission powers should involve weird glows and sound effects. Even psychic powers like Empathic Liar or Bureaucratic Intuition should make the mutant's eyes glow or his hair stand on end.
- ☞ **The power is inconvenient, but useful:** Every power should be a double-edged sword. The player should be able to use it constructively, but using it should be a gamble. Totally useless powers are boring, as there's no impetus to use them.

### Describing Mutant Powers

Go for a combination of comic books ('you hulk out and smash the warbot with one mighty fist/a blast of mutant energy shoots out of your eyes') and body horror ('you hear the distinctive sound of your bones cracking/hey, that smell is your eyelids smouldering').

Players should be both exhilarated and slightly nauseated when they use their powers.

### The Big Bumper List of Mutant Powers

**Absorption:** The mutant is an energy sponge, able to absorb dangerous energy (say, lasers or tacnukes) and emit it as harmless light. Reduce the damage from any energy-based attack by a number of steps equal to the margin of success. If the Power roll fails, the mutant reflects the blast; he and everyone else nearby takes the minimum damage for the attack.

**Acidic Blood:** The mutant's blood is actually a potent molecular acid. It doesn't affect him, but if he's injured, the spilled blood will eat through almost anything. Anyone attacking him with a close-range weapon will get splattered for W3V damage; the mutant can also deliberately bleed on objects to erode them.

**Adhesive Skin:** The mutant can stick to a certain substance. When the power is activated, the mutant glues himself to that substance with a nigh-unbreakable grip. If he sticks to metal or concrete, he can walk up walls. If he sticks to flesh, he can grip with supernatural force.

**Adrenaline Control:** The mutant becomes temporarily super-strong and superfast; he's able to lift SecuriCars, punch through walls, bend bars/lift gates or crush bots with his bare hands. He gains the Violence Specialties, Agility and Unarmed Combat at 18, while under the effects of this power. After about a minute of pumping super-adrenaline, the mutant is exhausted and takes a Wound, which stays until he has several hours of rest. Using Adrenaline Control a second time when exhausted knocks him Down.

**Bouncy:** The mutant's body becomes rubbery. He gains Impact armour equal to the margin of success, and bounces around like Flubber on amphetamines. It's very hard for the mutant to achieve anything when bouncing; his Violence skill drops to 1 while under the effect of this power.

**Bureaucratic Intuition:** This power lets a mutant deduce the basic operating and procedural principles of an unfamiliar bureaucratic function just by examining it. He knows – assuming he made a successful Power check – what the right form is, or how to exploit a loophole in the filing system.

**Chameleon:** The mutant has a certain amount of control over his skin pigments, permitting him to reactively alter his skin colour over his entire body. He is totally invisible when still; when moving, the margin of success acts as a penalty to attack or Concealment rolls made to detect him. Though highly beneficial for those who don't want to be seen, to effectively employ this power the one drawback is that the mutant has to be naked.

**Charm:** Glands in the character's skin produce a pheromone-like substance that causes other humans to admire and trust him. Unfortunately, these pheromone-like substances also cause the character to admire and trust other humans. The net result is usually the mellow haze of fraternal camaraderie seen among dead drunks. Those affected tend to spill their guts, admitting shameful acts and bitter resentments they'd normally never share, and make deeply sincere pledges of communal feeling, loyalty, and friendship that they immediately forget once the pheromones wear off.

**Copy Mutant Power:** When this power is activated, the mutant copies any one mutant power possessed by another person in close proximity. He doesn't get to choose what the power is or who he copies it from. The copier has a vague idea of what the power is when he copies it ('it's an offensive power, it's something to do with bots, you feel like your nose is blocked all the time'). He can use the copied power for the rest of the scene using his own Power attribute to fuel it.

**Corrosion:** The mutant can exude a corrosive sweat that rapidly breaks down metallic objects touched, even metals that would not normally be prone to rust. The mutant needs a successful Power roll to release the mutated sweat, which immediately attacks any metal at hand.





**Cryokinesis:** The mutant can freeze objects, encasing them in a layer of hard, slippery, frigid ice. A higher margin of success generates more ice, more thoroughly encasing smaller objects or allowing larger objects to be affected. A failed roll means the character freezes himself internally, which is bad. There's good news and bad news, though. The good news is that he'll thaw out after about a scene, or if exposed to a gentle heat source (flamethrowers do not count). The bad news is that if the Troubleshooter moves too quickly or exerts himself too much, then he cracks right down the middle.

**Death Simulation:** The mutant can voluntarily slow his metabolism to a point just short of death. In this state he requires no food or water for extended periods, he uses little oxygen, and he can withstand exposure to temperature extremes that would normally cause death. Chemicals, toxins and infections in the mutant's system become ineffective in this state, so he gains waiting time for medical assistance. When the power is activated, the player should pass you a note indicating how long his trance will last – a minimum of one hour, a maximum of a few weeks.

**Deep Thought:** The mutant's superhumanly brilliant mind can manage and juggle numbers, images and memories to achieve incredible feats of mental dexterity. He can quickly reduce problems to equations and solve them in terms of probabilities. He can retain information and images with crystal clarity, no matter how distant the memory or how brief the glimpse of a picture or diagram. While using this ability to do things an ordinary smart person couldn't do, the mutant's eyes glow brightly. Anyone looking on could easily surmise, *'Hmm, something superhumanly brilliant is going on in that brainiac's mind. I'd better shoot him.'*

**Desolidity:** The mutant adjusts the electroweak force of all the electrons in his body, or something like that, and turns immaterial. He can pass through solid objects like a phantom. Though in theory the power could be maintained until the mutant gets tired, a Desolidified mutant cannot breathe. A

low margin of success means he's only partially phased, and can still be hurt (but has Armour 5 against non-Energy attacks). An excessive margin of success means he plummets towards the Earth's core. Oh, and the mutant can't pass through certain substances; exactly which substances are impervious are up to the GM.

**Detect Mutant Power:** By concentrating, standing perfectly still, for the duration of the detection attempt, the mutant can detect the general location of mutants nearby and garner some inkling of the power they possess. The ability can't precisely identify individual powers.

**Doom Magnet:** When the mutant makes a successful Power roll, he triggers the most obvious nearby disaster. Think of it as the Final Destination power – if there's a big stack of very heavy barrels restrained by a single rope, scissors and a monkey in the room, then using this power will send a scissors-wielding monkey off to the rope. The disaster affects the mutant too, but at least he might be prepared for it.

**Electroshock:** The character is extremely resistant to electrical shocks (stungun shocks in particular) and, when you roll his Power rating or less, can deliver one electric shock per round to any one victim within a five-meter radius. The effect is equivalent to that of a stungun. If the roll fails, something goes wrong: The character stuns himself, or blows out his communications gear, or makes everyone's hair stand on end, or broadcasts in the shortwave band.

**Empathic Liar:** The mutant possesses a low level form of telepathy. He can subconsciously read the mind of a target and tell that person exactly what they want to hear. The downside is that the mutant enters a trance when he's lying, and has absolutely no idea what he just said. Empathic Liar doesn't really get the user out of trouble; it just postpones the trouble for a while, which then comes back – with interest. When in the empathic trance, the mutant may use code words and pass phrases dredged from the memories of the target, or promise anything that the target wants to hear. (Often, *'I'll take care of this massive problem, leave it to me, I'll*

*take full responsibility'*) A failed roll means the liar picks up on the wrong memories and insults the target.

**Empathy:** This character has a sort of hind-brain telepathy – he can read a victim's emotional brain activity and project his own emotions to manipulate the victim's emotional state. He can detect (fallibly) when people are lying to him. In order to project emotions, though, he's got to feel them himself first. So, if the mutant wants to make people angry, he's got to work himself into a fury first.

**Energy Field:** This power produces a field that absorbs energy and radiates it uniformly from the surface of the field as heat and light. The field follows the external contours of the body, extending about six inches from the skin surface. In game terms, this acts like armour rating 3 against all attacks. It lasts about a minute. After using the field, the mutant is exhausted and needs to rest.

**Energy Suppression:** When this power is active, the mutant's weird influence deactivates any electronic devices within one metre of his body. This shuts down laser pistols and other high-tech weapons, PDCs, cameras, bomb detonators, wristwatches, bots, cybernetic limbs and pacemakers. The suppression lasts for a few rounds; an especially high margin of success allows the mutant to expand the range of the field.

**Evil Twin:** The mutant has a split personality, and he's the Evil Twin. The Good Twin personality is loyal, heroic, brave and self-sacrificing. The Good Twin loves The Computer and would never ever associate with any traitors or secret societies. Whenever the Evil Twin makes a Power roll, he can allow the Good Twin to temporarily take control of their shared body. This has several benefits:

- ☞ The Good Twin is so loyal that it will pass any loyalty test, even torture or brainscanning.
- ☞ The Good Twin is immune to propaganda of any kind.
- ☞ The Good Twin has really good Hygiene and Access scores.
- ☞ If the character has been drugged with mind-altering drugs, the mutant can shove all the effects of the drugs onto the Good Twin.

## 22. MUTANT POWERS

☉ At the GM's whim, the Good Twin may have other skills and contacts unavailable to the Evil Twin (*'your other personality knows Nuclear Engineering...'*).

**Growth:** The mutant can inflate the molecular structure of his body to increase his height and size. Increased size means greater strength, stamina, reach and speed. The mutant's size also means he can shrug off all snafued damage like it never happened, up to a limit of the margin of success. So, the grown mutant whose Power roll had a margin of 4 could take four snafued results before actually suffering effects from the next snafued result. If that all seems too complicated, ignore it and think 'superhuman hulk with a tendency to break things.' The downside? Well, a giant character becomes a much easier target to hit, and when the Growth wears off all those ignored snafued wounds hit like a runaway transbot.

**Haze:** This mutation scrambles all light and sound in the vicinity. Citizens look like vaguely clone-shaped blurs, distinguishable only by extreme differences in size, shape or colouration. Bots look like shiny blobs. Speech is still (barely) comprehensible, but distorted. The net upshot of all of this is that everyone can see and hear what's happening, but is unable to distinguish important details like *'who just shot me?'*

**Hurricane Lungs:** The mutant has incredibly strong and stretchy lungs. He can suck in a huge amount of air and exhale it in one hurricane-strength blast. When this power is used, the mutant's chest inflates to three or four times its previous size before he exhales. The hurricane deals S3D damage to everything within a 10 metre cone of the mutant. It takes two rounds to use this power – one to inhale, one to exhale.

**Hypersenses:** This power amplifies the five senses, giving him super-sight, super-hearing, a preternatural sense of touch and taste, and the scenting ability of a bloodhound. This power also gives the mutant superior discrimination in focusing on one aspect of a perception and ignoring the rest – for example, picking out one voice from an unruly crowd and distinguishing what is being said. Basically he's Daredevil, okay?

**Hyperspeed:** When under the effects of this power, the mutant can move incredibly fast, even faster than the eye can see. He can run faster than a speeding transbot and complete forms quicker than a computer. His reactions aren't improved, so he can't dodge lasers or react to problems faster, but he can run or do repetitive tasks a lot faster than normal.

**Infravision:** The mutant can see into the infrared, allowing him to perceive heat sources. He can even see in the dark, as long as there are variations of temperature. Oh, his eyes glow red when he's using this power. So, in your average pitch-black room, you can see everything, and your team-mates can see absolutely nothing (apart from your balefully glowing fiery eyes).

**Ink Spray:** The mutant can squirt a jet of thick black ink from any orifice, usually his nose. This ink is both sticky and slippery, adhering to anything it touches. The ink also rapidly soaks into paper and cloth, making it ideal for destroying paperwork like incriminating forms. It also blinds camera lens and clogs exhaust ports.

**Invisibility:** Invisibility works by clouding the minds of others – they can still see you, but they don't notice you. It only works on living minds, not bots, The Computer or security cameras. You can only affect a limited number of people at a time, equal to the margin of the Power roll. So, pass the check by five, and you can vanish from the field of vision of five people.

**Laser Reflection:** The mutant gains armour equal to the margin of success against lasers only. It's like super-reflec! The downside is that the mutant's skin shimmers in a beautiful, shiny, extremely obvious way, making it clear to everyone that he's using a mutant power. Also, the laser beams have a tendency to reflect towards team-mates or crates of high explosive.

**Levitation:** The mutant floats off the ground like a treasonous balloon. A good Power roll lets him actually fly, but it's more likely he just rises straight up. The mutant can carry a reasonable load (power armour or a whole Trooper squad does not count as 'reasonable') as he defies the law of gravity.

**Machine Empathy: \*\*\*Warning! Warning! This mutant power is REALLY treasonous!** The Computer will execute anyone possessing it, regardless of other factors!\*\*\*

Machines, computers and bots – and, yes, The Computer – really like the mutant and will do anything to please him – as long as he maintains the power. As soon as his weird mutant brainwaves stop affecting the machines, they snap back to normal, and may be aware that the mutant was manipulating their circuits.

**Magnetise:** The mutant can force an alignment of electromagnetic charge in a nearby object, turning it into a powerful magnet. The magnetic field can usually affect items about 5 metres distant, though this may vary wildly with GM whim, as may the strength – which you'll note we haven't described at all. It's more fun that way. The field drags metal objects towards it, scrambles electronic circuits and may, hypothetically, disrupt the containment field of fusion reactors or antimatter weapons.

**Matter Eater:** The character can digest and extract nourishment from virtually anything containing any organic material – dead leaves, poisonous mushrooms, even dirt. In addition, he can digest (but receives no nourishment from) any substance whatsoever – laser guns, data disks, auto parts, whatever. It's great for getting rid of evidence (including – ick – bodies).

**Mechanical Intuition:** The mutant can examine an unfamiliar mechanical device and guess its basic operating and design principles. This is valuable when he deals with unusual artefacts discovered on missions and when the team gets unfamiliar equipment and experimental devices for a mission. Note that 'examining' means a very, very close, personal relationship with the device. Embrace the machine. Lick the machine.

**Mental Blast:** The character can stimulate agonising brain activity in all living targets in a five metre radius. If the Power roll is successful, each being within the radius makes a Violence roll with modifiers relative to the success of the Power roll. If a character fails his Violence roll, he suffers acute mental agony and is Snafued until the end of



the next round. If his roll succeeds, he feels a flash of mental discomfort but experiences no ill effects.

**No Mutant Power:** If a player rolls this result, then the character still has a mutant power – he just doesn't know what it is. Roll again for the character's actual power. This power may have lain dormant all this time, or is so subtle or obscure that the character has never noticed it before. The GM should roll to activate this power at a suitably dramatic or amusing moment.

**Polymorphism:** The character may alter his appearance, and indeed his physical form. Mimicking another human being is easiest; anything which involves actually changing bone structure is rather difficult; and changing total mass is virtually impossible. Have the player state what form he wishes to adopt, then make a Power roll. Modify the success chance for the difficulty of the change; anything other than human appearance should be a considerable strain. If the roll succeeds, the character has achieved more or less the form he wants – the lower the roll, the closer he gets. If the roll fails, so has the character – the greater the margin, the worse the failure.

**Psychic Flash:** When this power is used, the mutant gets a momentary mental image of something very important or dangerous nearby – or in his immediate future. He might get an image of the laser pistol pointed at his back, or of the bomb taped underneath the briefing room table, or of a nefarious Commie watching the team through a security camera. Sometimes the flashes are useful, but usually they're just confusing or alarming. Basically, this power lets the GM sow even more mistrust and confusion.

**Puppeteer:** The mutant can take remote control of a single part of a living target's body, such as an arm, leg or trigger finger. The body part moves in all respects as if it were the mutant's own. While controlling the selected part of the target, the mutant can still move and act normally, but must himself make the movements he wants the target to mimic. The power doesn't work on bots. Range is line of sight.

**Push Mutant Power:** Push Mutant Power boosts the effectiveness of another mutant's abilities, but it can also activate them. When a surfeit of Push energy suddenly floods through a mutant's system, as often as not, he reflexively uses it. When the mutant with Push Mutant Powers makes a successful Power roll, each other mutant in the area has his Power attribute boosted for a few seconds by the margin of success. Then make a Power roll for each boosted target – or, if you hate that many rolls, make one roll for the whole bunch. Success indicates immediate, involuntary mutation use; failure indicates the target has avoided accidental activation.

**Pyrokinesis:** The character can spontaneously generate a fire on any flammable object within a five metre radius. The fire's size, intensity and rate of propagation depend on the target's combustibility and the Power roll's margin. If the roll is unsuccessful, the fire doesn't ignite, or it ignites where it's not supposed to (like, in the mutant's utility belt), or it burns out of control.

**Regeneration:** When the mutant is Wounded or Maimed, make a Power roll. If successful, the damage begins to heal itself – the greater the margin, the swifter the recovery. Further, the greater the margin, the more the mutant can control the outward appearance of healing – particularly important to avoid discovery of the mutant powers.

**Rubbery Bones:** A skeletal mutation gives the mutant's bones the consistency of a dog's chew toy, rigid enough to support movement and action, but with the flexibility to pass through narrow gaps where non-mutated skeletons dare not squeeze. When Impact damage strikes the mutant, make a Power roll to see how well his bones react; he gains Impact armour equal to the margin of success, but becomes correspondingly rubbery and may collapse into a tangle of wriggling limbs.

**Shrink:** The mutant can shrink himself; a successful Power roll decreases the character's size by one quarter and his mass by over a third (literally 27/64ths, if we've done the math right). For each 5 points of margin, the mutant can shrink by a further one-quarter of his original size and mass. When shrunken, he's

slower and weaker, but can take cover behind shoeboxes and hide inside tiny air ducts.

**Slippery Skin:** The mutant secretes a natural oil from his pores. He can use this slippery oil to escape bonds such as handcuffs or grappling attempts. If barefoot, he can skate along any moderately flat surface at high speed.

**Stench:** In times of severe stress – or, sometimes, when he actually wants to – the mutant emits a gut-roiling, eye-stinging stench that nauseates everyone in the vicinity. In order to take any meaningful action while affected by the mutant vapour, a character must make a Violence roll. If he succeeds by at least as much as the Power roll for Stench did, then he can act normally. If he succeeds, but by an insufficient margin, then he tries to act but is snafued. If he fails the Violence roll altogether, he spends this round and the next trying to control his stomach and thrashing around like an electrocuted bot. The mutant himself is generally unaffected by his own power, though he may be well-advised to fake it in order to avoid discovery.

**Stretchy:** The mutant can stretch his extremities – arms, legs, fingers, toes, tongue and neck – further than they would ordinarily be able to reach, up to a distance of several metres. The margin of success indicates not how far the mutant can reach, but how much control or finesse he's able to apply. Simple success is sufficient for something like 'yank real hard' or 'hold on,' but anything more complicated requires a higher margin.

**Surveillance Intuition:** The mutant has a supernatural sense telling him when he's under electronic surveillance. In Alpha Complex, this is pretty much all the time, but the power can also alert the mutant to hidden cameras, concealed microphones and so on. With a successful Power roll, the mutant gets a feeling for the general Tension level of a scene, and can pinpoint places where the surveillance is lowest.

**Telekinesis:** The mutant can manipulate objects afar with the power of his mind! The margin of success determines how much control the mutant has over the object and how much weight he can move. A big margin of success lets him

## 23. LIFE IN ALPHA COMPLEX

juggle tanks, but a more reasonable roll means he might be able to jiggle a trigger. The mutant has to have line of sight to his target at all times.

**Teleportation:** This mutation works both as a voluntary action and as an involuntary response. As a voluntary action, the mutant must first visualise the location to which he wishes to teleport. It may either be a location in line of sight or one he knows intimately. If he succeeds his Power roll, he vanishes in a puff of smoke and appears more-or-less intact at his destination. Or somewhere like it, anyway.

As an involuntary response, the mutant automatically teleports from any situation that presents a real and immediate threat of death. This happens whether the player wants to teleport or not. **Caution:** Don't overdo this involuntary teleporting, because players really hate losing control of their characters. If you're getting bored, find some other way to torture them.

**Toxic Metabolism:** The mutant can digest foods and liquids that would normally be considered toxic, and then, through a complex and inexplicable metabolic process, transmit some measure of that toxicity by touch, through his skin pores. He can also do this with drugs or other weird chemicals. The mutant has to

ingest enough of the toxin to suffer its effects before he can dump it on some other poor bastard.

**Transmutation:** By sheer traitorous psychic will, the mutant can transform one object into another object in the blink of an eye. The object must be inanimate (i.e. not living), but otherwise there are no restrictions as to what can be altered. Whether the object involved is a laser pistol, a bowl of ColdFun or an extremely sophisticated and valuable Old Reckoning starship, the only limiting factors are the size and duration of the change. Punish excessive or absurd changes (*'I turn this boot into a starship'*) with harsh penalties and wild drawbacks. Reward creativity (*'I turn my team leader's boot into a rollerskate'*).

**Uncanny Luck:** The mutant can affect the probability of a given event. To use this power, the player must give you a note explaining what die roll he wishes to influence and how he wishes to adjust the roll – up or down. Make a hidden Power roll before you make the roll the mutant wants to influence. If the Power roll succeeds, change the other roll to a 1 (that is, amazing success). Then drain from the mutant's Uncanny Luck ability a number of points equal to the difference between the other roll (the result you actually rolled) and 1.

**Vampire:** The mutant can drain the life force from others to heal himself. A successful use of this power deals O2K damage to a target and heals himself by one step for every two damage dealt. So, if the mutant injures the target by two steps (say, from Okay to Wounded), then he heals himself by one step (say, from Maimed to Wounded). This is accompanied by weird glows, wounds closing and new flesh sprouting like fungi.

**Ventriloquist:** Ventriloquism lets the mutant project his voice over a distance and yet be heard only by those targets he is directly addressing. The mutation requires line of sight and a successful Power roll. If the mutant wants to send to multiple targets, all targets must be relatively close together. When a player wants to use the mutation, have him write the entire message in a private note.

**X-Ray Vision:** With a successful Power roll, the mutant can see through solid objects. Of course, he may not understand what he's seeing – it's all a mess of gooey flesh bits and tangled wires and metal and things. With a good Hardware and/or Wetware roll, the mutant can work out what he's looking at enough to make sense of what's happening on the far side of the wall.

## 23. Life in Alpha Complex

### Treason everywhere

Journalist and essayist H. L. Mencken, in his 1910 essay 'Recollections of Notable Cops,' describes police officers who closely resemble Internal Security Troopers in Alpha Complex – the better ones, anyway:

*'I knew cops who were matches for the most learned and unscrupulous lawyers at the Baltimore bar, and others who had made monkeys of the oldest and crabbedest judges on the bench, and were generally respected for it. Moreover, I knew cops who were really first-rate policemen, and loved their trade as tenderly as so many art artists or movie actors. They were badly paid, but they carried on their dismal work with unflagging diligence, and loved a long, hard chase almost as much as they loved a quick, brisk clubbing. Their one salient failing, taking them as a class,*

*was their belief that any person who had been arrested, even on mere suspicion, was unquestionably and ipso facto guilty.'*

For a BLUE IntSec Trooper, as for common INFRARED workers not yet arrested, Alpha Complex seems an intimate and familiar place. An INFRARED shuffles tidally from barracks to mess to work and back again, living decades in a single corridor. Likewise, a Trooper may spend his entire career patrolling one sector, one subsector, or maybe even a single entryway to a VIOLET executive's estate. (If he gets transferred a lot, he is either unduly ambitious, incompetent, contrary, or knows far too much. About these reasons, the wise Trooper keeps quiet.)

Watching vidshows in the off-duty lounge, the Trooper understands Alpha Complex extends well beyond his

precinct. The sprawling underground city shelters millions of citizens. The Trooper knows a fair bit more than do INFRAREDs about the corrupt, decadent Old Reckoning civilisation that preceded The Computer's benevolent oversight. After all, he has apprehended any number of hopeless Romantics and may occasionally stand guard over some INDIGO's collection of *Good Housekeeping* issues.

In the Trooper's foggy, patchwork understanding, the Old Reckoning culture encompassed all Outdoors, and even other planets (whatever those are) in the Solar System (apparently an extremely large city). But several centuries ago the world Outdoors suffered an all-enveloping holocaust of some kind. HPD&MC re-re-re-revises the nature of the disaster every few years to



conform to its current safety awareness campaign. Old Reckoning leaders built Alpha Complex, as well as many other underground complexes, as a shelter either ahead of, during or shortly after the calamity. The outer world is now ruined, inhabited by mutants, savage creatures and weird mobile plants that shoot laser-guided seeds.

In the disaster, The Computer, originally an artificial intelligence network that administered vital services worldwide, lost access to most of its data files. Fortunately, surviving civil defence records from a time long ago held information on the Communist menace, which had undoubtedly been responsible somehow for the calamity. As the world recovered and the other complexes attempted contact, The Computer could not confirm their communication codes. Though a less vigilant system might suspect it was itself relying on long-obsolete codes, The Computer instead wisely deduced the correct, the only plausible explanation: Those other complexes had been invaded and corrupted by Communists! Alpha Complex stood alone, the last bastion of resistance to the insidious menace.

## Imagine a clown shoe stamping on a human face forever

*'I attended a number of cop soirees of great elegance, with the tables piled mountain-high with all the delicacies of the season, and a keg of beer every few feet,' Mencken writes in Recollections of Notable Cops. Regarding police graft, he makes this telling remark: 'I never heard of cops getting anything that the donor was not quite willing and even eager to give.'*

It works the same way in Alpha Complex. Citizens are happy – eager! – to give IntSec Troopers their food, possessions, ME Cards, credits, bots, vehicles and C-Bay auction site pass codes. These citizens wish to endear themselves to the Troopers, who are lofty upper-class citizens, well trusted by The Computer. In Alpha Complex as in Baltimore, if a citizen runs afoul of the law, it helps to have a friend in high places – or, more realistically, a Trooper who has reason not to see you destroyed.

To protect the city after Old Reckoning civilisation fell, The Computer reorganised human society according to rational principles that guarantee happiness, good order and good hygiene. All human beings are now grown from genetically engineered embryos in Technical Services clone tanks, which everyone agrees is much more sanitary than messy and disgusting Old Reckoning birth procedures.

The Computer provides everything each citizen needs: food, lodging, transport, entertainment, sports and recreational clubs, and an endless stream of drugs. Through pharmertherapy The Computer ensures the happiness of each citizen. Avoiding medication is insubordinate. That the medication occasionally interferes with the safe operation of vehicles, industrial machinery and megadeath weapons is a fact of life. Such details don't discourage citizens from taking their morning Wakey-Wakey pills, evening MelloDaze, SleepyTyme at lights-out and a steady all-day trickle of hormone suppressants. These biochemical supplements cause temporary sterility and eliminate lustful impulses, thereby insuring against a return to messy and disgusting Old Reckoning birth procedures.

The Computer directs each citizen's drives and emotions toward service to The Computer and to all Alpha Complex. Because love results in attachments that interfere with loyal service, love constitutes treason. Citizens who fall in love must keep their love secret from The Computer and other citizens who might betray them. (Fans of soap opera will immediately recognise the dramatic possibilities for tragic romance).

Each citizen's commitment to Alpha Complex, and thus his trustworthiness in the all-seeing eye of The Computer, is indicated by his Security Clearance. Security Clearances are colour-coded according to the colours of the spectrum, from INFRARED (low) through RED, ORANGE, YELLOW, GREEN, BLUE, INDIGO, VIOLET, and highest of all, ULTRAVIOLET – the fabled High Programmers, trusted to revise The Computer's own code. A mnemonic for the sequence of Security Clearances: ROY G. BIV. Each letter in

the mnemonic corresponds to Security Clearances RED through VIOLET.

A citizen's Clearance measures The Computer's current level of trust in him. **Clearance does not measure ability or experience – only The Computer's trust.** A citizen is superior to all citizens of lower Security Clearance and inferior to all higher citizens, without exception. A citizen must defer to all superiors at all times. As a practical matter, citizens up to Clearance YELLOW cannot expect much genuine deference from lower Clearance citizens. Alpha Complex society observes an unspoken but wide gulf in status between YELLOW and GREEN Clearances. At YELLOW and below, you are among the masses; at GREEN and above, you are the ruling class. All citizens, even the High Programmers, began as INFRAREDs.

Each citizen must wear garments in the colour of his Security Clearance or prominently marked with a distinctive colour graphic. Black indicates Clearance INFRARED, white ULTRAVIOLET. Registered mutants must wear a prominent yellow stripe indicating their repellent status. (Mutants of Clearance YELLOW wear a stripe bordered by black lines to stand out from the yellow jumpsuit). Usually the higher the clothing's Clearance, the better its quality.

The Computer rewards trustworthy citizens with benefits based on their Clearance. It encourages all citizens to aspire to greater status, the better to serve Alpha Complex. Nightly vidshows extol the perks and pizzazz of virtuous high Clearance celebrities.

A low Clearance citizen's daily meals consist of various strains of yeast, lichen, algae and synthetic organic substances, texturised, tinted and flavoured to tantalise (or at least deaden) the human palate. At higher Clearances, citizens receive better synthetic FunFoods, and at GREEN and above, they enjoy actual real food from the Tech Services hydroponic gardens and meat foundries.

Most low Clearance citizens share their meals in public cafeterias seating thousands, as well as vast, drafty communal barracks, bathing facilities and so on. There are no gender

## 23. LIFE IN ALPHA COMPLEX

distinctions. Middle-status GREEN and BLUE citizens live in comfortable single apartments. Citizens of high status (INDIGO, VIOLET and ULTRAVIOLET) have large, luxurious suites, even entire subsectors all to themselves.

Regardless of status, no citizen has any concept of a right to privacy. Computer monitors and spy-eyes are practically everywhere (though many are broken). Whole classes of citizens spy on other citizens, and anyone of high Clearance can enter lower Clearance quarters without notice.

Tech Services has clearly marked each room and corridor in the complex with a colour corresponding to one of the Security Clearances. The security marking may be only a metre wide colour band at chest height but, where practical, Tech Services paints the entire space in the appropriate colour. Citizens may not enter any room or corridor marked with the colour of a Security Clearance higher than their own. For instance, a character of Clearance ORANGE may enter orange, red or black (INFRARED) areas, but not yellow, green, blue, indigo, violet or white (ULTRAVIOLET) areas.

In certain circumstances The Computer may authorise a character to enter or move through an area of higher Security Clearance than normally permitted. In this case IntSec provides the citizen with appropriate authorisation documents (if time permits), a temporary colour-coded garment (if in stock) and an escort of the appropriate Security Clearance (if available).

Trust figures crucially in treason trials. The Computer is disposed to weigh any IntSec official's testimony favourably to begin with, and a BLUE Trooper is all the more trustworthy. A lower Clearance citizen needs incontrovertible evidence to overcome hostile Trooper accusations – and after the assiduous attention of IntSec, evidence is never incontrovertible, at least not in the direction the citizen prefers.

It is easy to see, then, why lower Clearance citizens wish to curry favour with IntSec's privileged, high-status BLUE Troopers. 'Officer, I am happy to

scratch your back in hopes you might someday be willing to scratch mine – or at least not break it.'

### Beat cops and cop beatings

In some places and times of the Old Reckoning era, a police officer played an ongoing personal role in a neighbourhood or community. In 'Notable Cops,' Mencken describes Baltimore, 1910:

*'Many of the multifarious duties now carried out by social workers, statisticians, truant officers, visiting nurses, psychologists, and the vast rabble of inspectors, smellers, spies and bogus experts of a hundred different faculties either fell to the police or were not discharged at all. An ordinary flatfoot in a quiet residential section had his hands full. In a single day he might have to put out a couple of kitchen fires, arrange for the removal of a dead mule, guard a poor epileptic having a fit on the sidewalk, catch a runaway horse, settle a combat with table knives between husband and wife, shoot a cat for killing pigeons, rescue a dog or a baby from a sewer, bawl out a white-wings for spilling garbage, keep order on the sidewalk at two or three funerals, and flog half a dozen bad boys for throwing horse-apples at a blind man. The cops downtown, especially among the wharves and in the red-light districts, had even more curious and complicated jobs, and some of them attained a high degree of virtuosity.'*

Internal Security, to put it mildly, works a different way. To maintain discipline and discourage corruption (good luck with that); CPU has organised IntSec precincts for hermetic isolation from the populace. Troopers follow rotating patrol routes and work schedules, such that acquaintance with individual citizens is impractical – not that Troopers even want to cosy up to a sector full of undoubted felons, perps, mutants and perverts. They know no one, except a few chosen informants, and they like it that way. After all, that is how they were raised.

Teacherbots raise and train Junior Citizens in isolated crèches, instilling loyalty to The Computer and Alpha Complex above all. Each Junior Citizen

is trained in the skills appropriate to one or another Service Group. At age 14, the citizen emerges from the crèche as a new INFRARED and is assigned to their designated Service Group.

Junior Citizens destined for IntSec undergo particularly stringent loyalty training. Their crèches are focused single-purpose facilities that stress solidarity against the common enemy – who is portrayed, intentionally or not, as the common citizen. From their earliest vidshows (*Captain Botaroo* and *Foodvat Teach YOU How to Keep Others CLEAN!*) to their Graduation Day Introductory Treason Assessment Patrol, the young IntSec-to-be kids are indoctrinated with simple, absolute principles. Among them:

- ☞ Internal Security is the last defence against corruption.
- ☞ Corruption can and will arise anywhere outside IntSec. ANYWHERE.
- ☞ No one is innocent. If someone appears innocent, that's suspicious.

And so on. Even more than police forces in other times, Internal Security erects a 'blue wall' against a public it deeply mistrusts.

Like Baltimore's beat cops, Troopers may handle lots of different problems in one shift, but their attitude makes all the difference. The beat cop solved problems for people he knew and understood. Troopers unearth problems where none existed, so they can haul in people they have never known and never want to.

### Keeping the complex together

Though Power Services and Tech Services exceed all other groups in smugness, each of the eight Service Groups imagines it alone keeps Alpha Complex together – well, except Research & Design, which imagines it alone can blow Alpha Complex apart. Young Internal Security Troopers, fresh from the crèche, believe IntSec protects Alpha Complex from immediate corruption and subversion by traitors and felons. After a few days on the job, these green GREENs often imagine their own job is to protect Alpha Complex from traitors and



felons within IntSec. Another few months pass, and the rookie (if he lives) finally understands: Without traitors and felons, Alpha Complex cannot survive.

The problem is the system – the arthritic, sclerotic, hob-legged bureaucracy. It all works perfectly, just as long as it all – umm – works perfectly. But the merest bobble, the tiniest butterfly wingflap of unexpected or chaotic behaviour, pushes the system to turbulence if not breakdown.

- ☞ If a rigorously honest YELLOW Clearance Barracks Subsector Subsystems Sub-Supervisor tried to obey every single CPU regulation involved in, say, repairing an overhead public-address speaker, the ceiling would crumble to gravel before Tech Services even got the request. IntSec knows this.
- ☞ PLC is always running out of your stuff because corrupt officials sold it on the illegal INFRARED (black) market, so the only practical way to obtain it is by visiting the IR market yourself. IntSec knows this.
- ☞ Even high Clearance bigwigs, just promoted to heady authority, are legally required to secure relocation approvals from remote, inscrutable and unapproachable congeries of anonymous low Clearance clerks. Doing everything by the book takes months, during which the law-abiding BLUE potentate is assumed to be squatting patiently in the corridor outside his fancy new digs. Obviously this cannot be tolerated. The mere existence of every high Clearance residence in Alpha Complex conceals a brainscrub-worthy list of omissions, violations and end runs. IntSec most definitely knows this. After all, every newly promoted BLUE Trooper had to commit those same location-based

malfeasances himself. (About these, the wise Trooper keeps quiet).

But IntSec still views itself as the paragon, the protector, even as it abets criminality.

*In Recollections of Notable Cops, Mencken recalled 'a strange office that an old-time roundsman named Charlie had to undertake every Spring. It was to pick up enough skilled workmen to effect the annual re-decoration and refurbishing of the Baltimore City Jail. Along about May 1 the warden would telephone to police headquarters that he needed, say, ten head of painters, five plumbers, two blacksmiths, a tile-setter, a roofer, a bricklayer, a carpenter and a locksmith, and it was Charlie's duty to go out and find them...'*

*'[Charlie's] plan was simply to make a tour of the saloons and stews in the Marsh Market section of Baltimore, and look over the drunks in congress assembled. He had a trained eye, and could detect a plumber or a painter through two weeks' accumulation of beard and dirt. As he gathered in his candidates, he searched them on the spot, rejecting those who had no union cards, for he was a firm believer in organized labor. Those who passed were put into storage at a police-station. ...'*

*'The next morning Gene Grannan, the police magistrate, gave them two weeks each for vagrancy, loitering, trespass, committing a nuisance, or some other plausible misdemeanor, the warden had his staff of master-workmen, and the jail presently bloomed out in all its vernal finery. Some of these toilers returned year after year, and in the end Charlie recognized so many that he could accumulate the better part of his convoy in half an hour.'*

Just as Charlie used his authority to improve the City Jail, Internal Security renders vital service to Alpha Complex

by turning the justice system toward expedient ends, without a lot of fuddy-duddy concern about obstructive concepts like 'legality.' Using truncheons and stunners to expedite shipments of plastic cups to NVH Sector's mess halls; quietly introducing the BLUE owner of a pencil-production firm to a certain Free Enterprise capo with a nice line of graphite; procuring necessary stimulants and personnel for a VIOLET executive's private party – these and thousands of daily intercessions help the city run smoothly.

From a Trooper's personal viewpoint, a certain refreshing dip into illegality helps the city in another vital way – namely, the recruiting of Secret Society informants. Of course these stoolies squeal to IntSec proper, and an entire department bureaucracy exists to approve each spy's resume and reimbursement vouchers. But more to the point, many Troopers recruit informants outside channels, for their own purposes – namely, funnelling information to the Troopers' own Secret Society about all the other societies.

That serves the public good, doesn't it? After all, the Trooper's society protects the interests of right-thinking citizens (defining 'right-thinking' as 'agreeing with me'). That helps Alpha Complex, doesn't it?

This transparent rationalisation is, in fact, correct. In many important ways, Secret Societies keep the city going. A free flow of information among them helps them function, even when the free flow is carried by *dirty stinking spies who if we ever catch them we will destroy them, do you hear, they are DEAD!* And what is the principal vector for recruiting these dirty stinking spies? IntSec – or rather, a society's members and sympathisers within IntSec.

Still, about these matters – as about so many, many others – the wise Trooper keeps quiet.



## 24. OH CENTRAL. MY CENTRAL

### 24. Oh Central. My Central

IntSec Central is the one fixed point in every IntSec game. No matter what weird places or carnage happens on patrol, no matter how the Troopers betray, shoot and mangle each other, even if the sector falls into chaos and communism, Central endures\*.

It's important that both you and the players get to know your Central. You could even ask them for input on the look and feel of your Central –

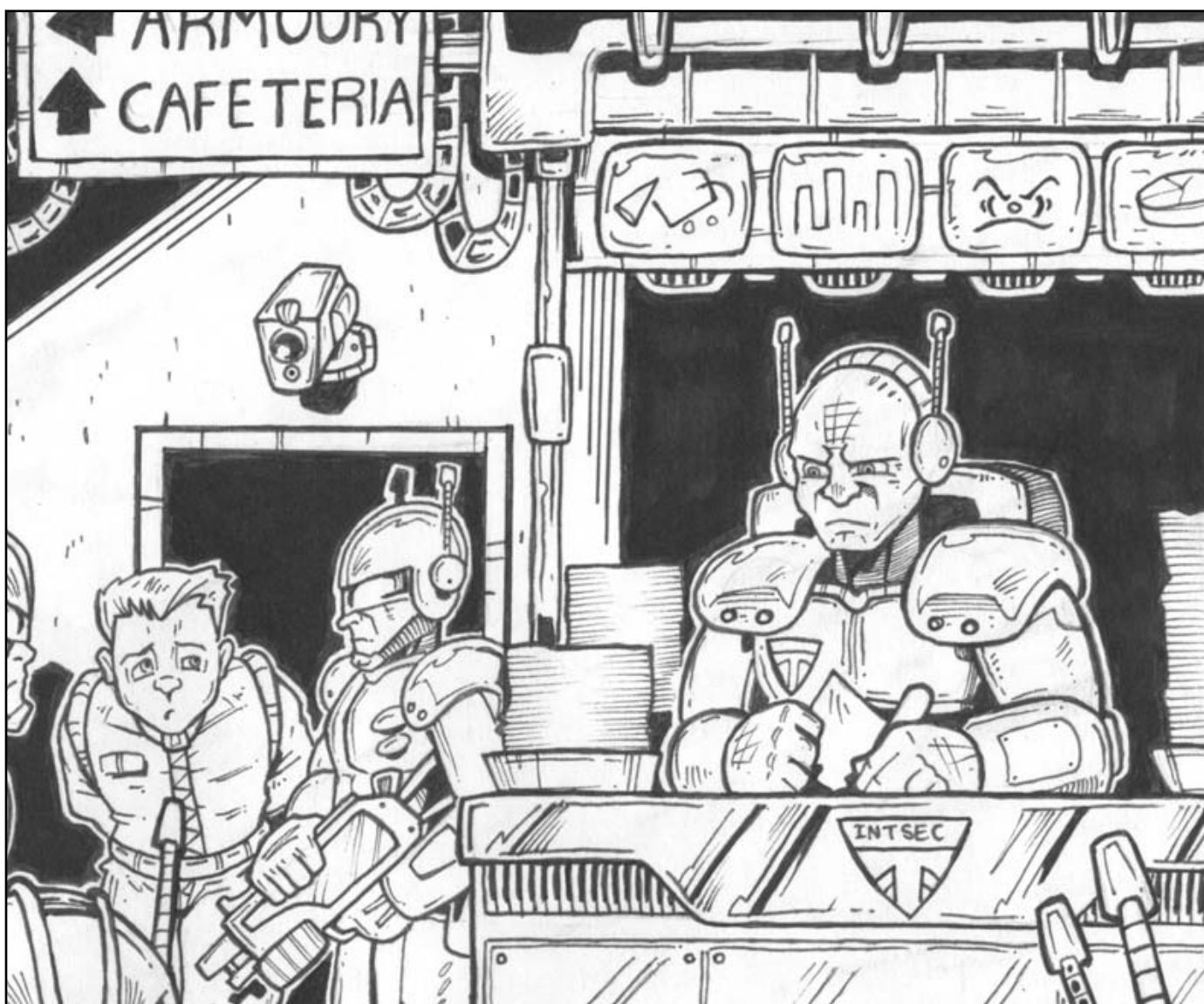
is it a towering black monolith? An underground labyrinth? Just another office, only with more blood-spattered paperwork? A high-tech superfortress or a crumbling bureaucracy? Packed with inspiring statues of fallen heroes, or packed with security cameras? *Judge Dredd* or *Brazil*?

#### Physical Layout

We're certainly not advocating that you do anything like *map* the whole of

Central. That's far too much work. You should do a quick sketch map, though, showing a rough layout of the place, so Troopers know they have to go past Internal Affairs to get to the Armoury or whatever. You can pack all the obscure departments like Covert Ops, Informant Registry or Thought Control off to one corner – the important locations are the Commissioner's Office, Motor Pool, Armoury, Front Desk, Cafeteria and the Barracks.

**"Cells on the right, termination booths on the left. Don't get them mixed up."**



\*: Until the end of your campaign, anyway. Blowing up Central is the likely climax of most *IntSec* games.





## Central Casting

Central must be stocked with a range of Non-Player Characters for the Troopers to interact with. If you're going to have an ongoing IntSec campaign, then these officers will show up again and again. The Troopers will build relationships with them, get to know them, and even eventually come to treat them as valued team-mates.

*(Plain Fans of PARANOIA: What blithering lunacy is this? 'Build relationships'!? In PARANOIA. Rephrase that right away in a more accurate fashion.*

*Famous Game Designer: You're right. Let's have another go at that).*

Central must be stocked with a range of heavily armed Non-Player Characters for the Troopers to interact with. If you're going to have an ongoing IntSec campaign, then these officers will show up as running gags again and again, each time more annoying, dangerous or obstructive. The Troopers will piss them off through incompetence or hatred, ferret out their secrets to get them terminated as traitors, and even eventually come to treat them like other Player Characters.

For each Non-Player Character, you'll want to note down:

**Name:** Obviously.

**Job:** His job at Central.

**Schtick:** His personality quirk or gimmick. A one-note personality is fine at the start.

**Secret Society:** What sort of traitor he is. It's a good idea to have one member of each PCs' Secret Society in Central.

**Mutant Power:** Whatever mutation the Non-Player Character has.

**Stuff:** Any other notes.

For obscure departments, such as Medical, Thought Survey, Informant Registry and so on, you only need one NPC. For places the characters visit often, like the Armoury or Motor Pool, you should have at least two NPCs – one INDIGO supervisor, and one GREEN-or-lower clerk, technician or officer.

## Random Schtick Table

Roll	Schtick
1	Pushy and opinionated; it's my way or the Transtube to HEL. (My way is invariably the most ass-backward and inefficient way).
2	Ex-Vulture Squadron; talks about the good old days of the Commie wars and the purges.
3	Got blown up a lot before being reassigned to desk duty. Twitches, complains about pains, lots of cyborg bits.
4	Loves his doughnuts. Fat, slow, amusing. May also have a keen mind beneath the blubber.
5	Old cop, perennially a few weeks before retirement.
6	Rookie. Untrained, clueless and vulnerable; a lone gazelle in the middle of the Serengeti.
7	Pissed off a more influential officer and got reassigned to some dead-end job. Much, much too smart and competent to be stuck doing whatever he's doing.
8	Serial killer. A nice guy, but still, he's a serial killer. And in Alpha Complex, serial killer means he goes through other people's six-packs like an alcoholic frat boy at a BBQ.
9	Alarming love of guns. Especially big guns. Speculates about what a tacnuke would do to Central.
10	May actually be a bot in disguise. Unemotional, weird behaviour, occasional whirring noise. Well, could also be a giant mutant cockroach in disguise.
11	Obsessed by paperwork. Lives in a nest of forms. Demands Troopers fill out forms for everything.
12	Fun-loving citizen who doesn't take their job at all seriously.
13	Wants to be a Trooper. Hangs around with Troopers when off-duty, like a very kickable puppy.
14	Dumb as a box of rocks.
15	Winner of 'Smile While You Work' award, five yearcycles running.
16	Has absolutely no interest in their job.
17	Paranoid. First priority in any situation is ensuring he can't be blamed for it.
18	Speaks only in broken sentence fragments. Stream-of-consciousness. Probable psychopath. Warrants investigation. Behind you.
19	Sinister, O'Brien-from-1984 type. Utterly loyal, wants you to love The Computer for your own good.

## The Duty Officer and the Commissioner

These are the two most important Non-Player Characters in Central.

**The Duty Officer** is the Trooper's direct INDIGO superior. He's their best pal or their worst enemy, depending on the situation. He's their regular briefing officer, he's the guy who assigns them their missions or patrol routes; he's the voice of the GM. You'll be playing this guy a lot, so come up with a distinctive voice or mannerism for him.

Common takes on the duty officer:

- ☞ **The Hard-Ass:** Quite obviously hates the Troopers. He tolerates no dissension, no failures, no back-talk. Everything has to be done by the Book. The Book is not available at your Security Clearance. 'You were 12 seconds late to roll call, Trooper. If you're late tomorrow, I'll up my Termination Quota by one, you understand me?'
- ☞ **Veteran Cop:** He's been on the corridors for 20 years, and he's seen it all. He'll try to mould the Troopers into good officers, and he's

## 24. OH CENTRAL. MY CENTRAL

frighteningly competent. However, he's also a survivor, so he'll sacrifice the Player Characters if it benefits him. *'You are surrounded by armed bastards! Surrender, Commies!'*

☞ **Big Brother:** Chummy, loveable, treats the Troopers as friends. This is either genuine (in which case the duty officer is incompetent) or faked (in which case, he's secretly an Ambitious Bastard). *'B3's on me, lads, if you make it back alive! Be careful out there!'*

☞ **Pointy-Haired Boss:** Smothers everything in bureaucracy; he lives and dies by the Sector Indices and paperwork. Utterly clueless about the realities of policing Alpha Complex. *'Treason index is up 17.3%, Loyalty index down 31.9%. Do you know what that means? No? Neither do I – but there are little frowny faces all over this report, and I don't like little frowny faces. Make the frowny faces go away.'*

☞ **Dozy:** He's not that bright and sleeps a lot. He may even fall asleep at very inconvenient times, like the middle of a briefing. *'I'm going for a...yawn... training seminar in my office. An eight hour training seminar. Don't interrupt me unless the Commissioner calls.'*

☞ **Ambitious Bastard:** He's got his eyes on the Commissioner's job. Every time the Troopers screw up, they're dragging him another step away from the promotion he desperately craves. *'You scratch my back, I'll scratch your back. You screw up, I'll put a hole in your back.'*

**The Commissioner:** The Commissioner is the VIOLET Lord of Central; a shadowy, mysterious figure who is encountered very, very rarely by the Troopers. He's mentioned a lot, in hushed and awed tones. Make sure you lay the groundwork for the Commissioner, so that the players are suitably terrified when they finally get Called Into The Office.

The Commissioner works well, if he's a bit weird:

☞ **Political Lapdog:** The Commissioner's first and only concern is what the mayor – er, I mean, the High Programmer thinks.

He'll occasionally plead IntSec's case with these higher powers, but most of the time he just brings his wrath down on anyone who fails to keep the proles in line. His office is decorated with photos of himself shaking hands with the High Programmer, and he keeps a set of white robes in his closet so he can practise being ULTRAVIOLET when no-one's looking. *'The High Programmer called. He's not happy – and you'd better believe his happiness is mandatory. Find that Commie before the end of the daycycle, or it's the vaporisation vats for everyone!'*

☞ **Cog in the Machine:** The Commissioner is a true believer in the system. Deviants must be eliminated. Traitors must be terminated. Happiness is mandatory. The Computer is your friend. He's a highly intelligent and persuasive marionette. His office is utterly sterile and devoid of any personality other than Approved Doctrine. He sits in front of a huge bank of monitors, watching everyone. He never, ever raises his voice or stops smiling. *'Denial is the most predictable of all human responses, but rest assured, this will be the sixth time we have destroyed you, and we have become exceedingly efficient at it.'*

☞ **Dark Lord:** The Commissioner sits on his throne of anguish. Troopers who fail him are dropped through hidden trapdoors into a lake of lava. He has a hunchbacked servant called Igor-G and a host of staff torturers. His office has a lot more chains and spikes than most offices in Alpha Complex. He speaks WITH A BOOMING VOICE, and worries about Commie Mutant Hobbits casting the One Ring into the fires of the reactor where it was forged. *'I find...wheeze... your lack of loyalty....disturbing... choke...Igor, prepare the interrogation rack. And continue the research into flying monkey-bots.'*

☞ **Life Support:** The Commissioner's mostly dead. He's just a brain in a jar, or a body in a huge life support machine. He speaks through blinking lights, which are interpreted by a technician. Maybe he feeds on the life force of Troopers who fail him.

His office is more like a hospital intensive care ward. Please sterilise your tongues before bootlicking. *'Bleep. Bleep beep. Bleep. BLEEP. Bleep beep. Beep?'*

☞ **NotQuiteHuman:** The Commissioner lurks behind an opaque screen. Occasionally, you see hints of his true nature... a tentacle, maybe, or a puff or brimstone, or a cockroach feeler, or fangs dripping with the blood of virgins. His office looks normal, but don't step out of the circle of protection if you value your soul. *'Yesyesyes... traitors, find them, bring them here, put them in the booths. I hunger. The time is nearly upon us... sss...'*

### They're All Out To Get Me

Q: Why are office politics so vicious?

A: Because the stakes are so small.

Almost everyone in Central is just as paranoid or as treasonous or both as the Player Characters. Whenever two or three are gathered together in Alpha Complex, paranoia is there too. Everyone is plotting against their co-workers, trying to get ahead while hiding evidence of their own failings or mistakes. All the INDIGO heads of departments want the Commissioner's job and so have to eliminate the rival heads; all the low-ranking clerks and techs want promotions, and are constantly looking out for some way to prove their loyalty or competence. The only reason Central works at all is that all these rivalries and paranoid fears balance each other out.

Enter the Player Characters, in the same fashion a bull enters a china shop.

The actions of the Troopers should, over the course of the campaign, utterly wreck the balance of power in Central. Have them form alliances with fellow traitors or convenient patsies, have them uncover the dark secrets of other officers and get blackmailed with their own treasonous deeds. Make them feel like everyone is out to get them *for a reason*.

### Life in Central

For security reasons, most IntSec troopers live in Central's Barracks, where they are kept secure and safe from any vengeful Commie Mutant Traitors who might try



to nobble them when they're off duty. Life in Central is quite a lot better than life in a Troubleshooter dormitory – most Troopers have their own room, there's real food available in the cafeteria, and you're not drugged all the time.

There are downsides, though. Firstly, you're living with the rest of your team. Secondly, you're monitored all the time. Thirdly, it's a very, very short trip down the corridor to the Interrogation Booths.

Between missions and patrols, the Troopers return to Central for debriefing and relaxation. They get to hang around in the lounge, watching approved television, or visit the cafeteria for some Coffeelyke and BLUE-glazed doughnuts.

Oddly, you'll often find that players are even more eager to plot and sabotage each other when nothing dangerous is happening.

## Barracks

### Tension 07

At the start of the campaign, the GM – in the guise of the Duty Officer – gets to assign rooms to the Troopers. Assuming you've got six players, then there are two single rooms, one double room and one dormitory (shared with lower Clearance citizens) available. Who gets what?

Instantly, you've got tension between the characters. Assigning rooms on the basis of Access is the obvious option, but you could also let the players curry favour with the Duty Officer or start trading rooms with each other. A private room is more prestigious, especially if the Trooper has to hide Secret Society propaganda or stolen goods there. A barracks room lets the Trooper make contacts with other Central staff, but also ensures he won't sleep a wink for fear of having his throat cut by an enemy.

Oh, the fun and hi-jinks that inevitably arise when you say *'right, here's a map of the barracks. Bob-B's sleeping here, Phil-B's in this room, and the two Designated Drivers are in this barracks here. It's sleepcycle, so you are all of course tucked up in bed sleeping the sleep of the just and the drugged, right? Unless anyone's got a note for me....'*

## Central Perks & Slaps

All the troopers are living in close proximity, which makes them ultra-sensitive to even the tiniest shift in privilege. This means that you can adjust tensions and hatreds in the group by giving very minor bonuses or penalties to Troopers. These perks and slaps can be awarded as the fruits of treason (see Censure), or at your whim. You'll want to avoid promotion or demotion, as this takes a character out of the Sector Security Team, but why use a big stick like demotion when a toothpick under the fingernail works just as well.

### Perks:

- ☞ The Trooper gets a private room. If he already has a private room, he gets his own BLUE Clearance apartment outside Central with a guardbot stationed outside.
- ☞ The Trooper is invited to dine with the department heads over in the INDIGO restaurant instead of the ranky BLUE-and-lower cafeteria.
- ☞ The Trooper is given a medal; all the other characters must salute and applaud.
- ☞ The Trooper is awarded a very nice new hat.
- ☞ The Trooper is assigned more happiness drugs.
- ☞ All the other Troopers must call the Trooper 'sir' or 'brave' or some other absurd honorific when addressing him.
- ☞ The Trooper gets the key to the INDIGO bathroom.
- ☞ The Trooper gets first pick of any vehicles or experimental equipment.

### Slaps:

- ☞ The Trooper's assigned to the lower Clearance dormitory. If he's already there, then he gets booted out of Central and must sleep with a bunch of REDs.
- ☞ The Trooper has to wash the Commissioner's private flybot.
- ☞ The Trooper has to wash everyone else's boots.
- ☞ The Trooper is denied access to the real food in the cafeteria, and must make do with borderline-edible FunFoods.
- ☞ The Trooper is temporarily assigned to some really humiliating duty, like Scrubbot Licence Inspection or the sewer patrol.
- ☞ The Trooper is sent on a pointless and bizarre training course, like Tongue Hygiene, Bot Sensitivity Training, Com Courtesy or Keyboard Skills.
- ☞ The other Troopers are encouraged to lecture the offending Trooper at length about his failings as an officer and a person.
- ☞ The Trooper is denied access to the remote control in the TV lounge.

## Central Departments

Each department should have at least one recurring NPC.

### The Commissioner

#### Tension 20 Clearance VIOLET

The Commissioner's office is always the most heavily guarded and secure room in Central. There's a short corridor outside with a few chairs and lots of security cameras. The Commissioner *always* makes Troopers wait, so the chairs are soaked with cold sweat and other bodily fluids. Troopers only get an audience when they're Called Into The Office or when the Commissioner has a very, very special mission for them.

## Front Desk

### Tension 10 Clearance YELLOW

IntSec doesn't welcome visitors, so the whole purpose of the Front Desk is to redirect troubled citizens to other, more salubrious Service Groups. Some Front Desks have helpful Computer terminals where citizens can ask Friend Computer for help. Others have forward-facing laser cannons, pit traps, interrogation spotlights or 2d6 orc guards armed with polearms. Sometimes, a particular brave or stubborn citizen actually makes it through the perimeter defences and informs Front Desk of some problem, in which case the Front Desk hands the problem or the citizen over to the Troopers to deal with.

# 24. OH CENTRAL. MY CENTRAL

## Duty Room

### Tension 15 Clearance BLUE

All the BLUE troopers have a desk in this cavernous hall. There's also a nice whiteboard in one corner for investigations. The Duty Officer roams randomly around this room, poking his nose in whenever the Troopers are trying to hide something. Planting Commie propaganda in another Trooper's desk is a time-honoured tradition.

## Cafeteria

### Tension 05 Clearance RED

The cafeteria serves everyone from RED to BLUE Clearances (INDIGOs and higher eat in a private restaurant higher in Central). The food is mostly FunFood slop, although GREENs and BLUEs have access to a limited selection of real food. There's also a giant vat of Coffeelyke the size of a missile silo in one corner; this vat was last cleaned when The Computer was running on 64k of memory.

## Interrogation Rooms

### Tension 0 Clearance BLUE

Each of these interview rooms is equipped with a coin-operated Interrogation Booth, a selection of recording devices (turned off by default), EZ-Kleen WipeAway rubber walls, a selection of mallets and a small phrasebook packed with hundreds of variations on 'you're lying'\*.

## Cells

### Tension 20 Clearance GREEN

Actually, 'dungeon' fits better. It's a carbolically scrubbed, brightly lit and well organised dungeon, but it's a dungeon nonetheless. Each prisoner is given exactly 0.5 cubic metres of space, which is plenty if you don't plan on moving at all, ever.

## Evidence Locker

### Tension 06 Clearance BLUE

Also known as the memory hole. It looks like a man-sized steel locker, but it's actually a door into a vast warehouse stretching as far as the eye can see. Evidence from investigations may be stored here, or in the Vault.

## Armoury

### Tension 15 Clearance BLUE

Weapons in IntSec are rather like rope. Give the Troopers enough weapons to hang themselves.

Armoury is where the Troopers hand in their Cone Rifle Ammunition Request Forms, which you can bother with if you like.

## Communications Central

### Tension 15 Clearance BLUE

This department connects all of Internal Security via PDC and com units. The friendly operators of ComCent inform Troopers of assignments, handle requests for backups and reroute Troopers to The Computer or some other civilian communication band when they need to place a call outside of IntSec HQ.

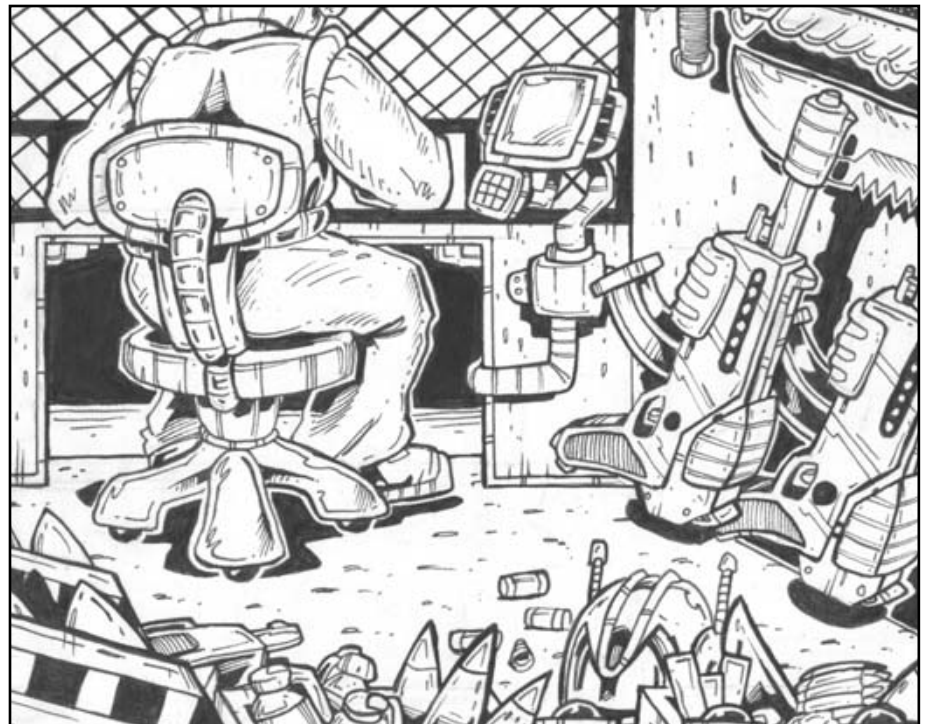
Efficient communication is a hallmark of an efficient organisation. ComCent is not an efficient organisation. The comlinks themselves are poorly designed, ancient, inadequately maintained, popular targets for sabotage, supervised by security-ridden and defective Computer

and bot systems and infiltrated and tampered with by every Secret Society in Alpha Complex.

Even worse, in this utopia each citizen has unlimited, free access to a PDC or comlinks. Once a citizen does reach a party in question, he tends to stay on the line as long as he can, fully aware it may not come his way again in the near future,

Now, a Trooper depends on swift and reliable communication for efficient and effective pursuit of his duties. Are you really surprised he is denied this necessity? And can you imagine not exploiting this opportunity to annoy your players?

- ☞ Calls are dropped or routed to the wrong department with amazing regularity. When the Troopers try to call in an airstrike on a Commie-infiltrated Service Group, ComCent might accidentally transfer the call to the Service Group instead of the Armed Forces. A call for backup might end up calling for pizza instead.



*\*: Pull the other one, it's under your Security Clearance; stop blowing smoke up my laser; which smoking boot told you that?; your prevarications will not avail you; And Lenin's my uncle; You're not just a Commie Mutant Traitor, you're a dirty liar; my electrodes beg to differ; liar liar jumpsuit on fire; if you keep lying I shall hit you with this mallet and many more...*



- ☞ Contacting a specific citizen is an exercise in futility as operators ask for endless Security Clearances, tongue prints, passwords and credit checks before transferring the Trooper to the next operator, who asks for everything again and gets snippy if the Troopers complain.
- ☞ Calls are monitored by Internal Affairs or The Computer at random intervals. You didn't sound happy in that last call, citizen. Why don't you come in for a chat...?
- ☞ The busy signal is our hands-down favourite – a loud EHHNT-EHHNT-EHHNT-EHHNT-EHHNT- noise repeated over and over until your players begin mumbling about justifiable homicide.

## Covert Operations

### Tension 15 Clearance BLUE

Covert Operations is your excuse to put the Troopers in silly wigs and make them pretend to be traitors on undercover missions. While Covert Ops are masters of disguise who could be anyone, Trooper undercover roles always include absurd accents and ludicrous physical quirks. *'You're going undercover as a one-legged vat stirrer who talks like a Yorkshire farmer, by gum. Now hurry up and let the docbot saw your leg off.'*

## Forensic Sciences

### Tension 15 Clearance BLUE

The team's Forensic Officer and Forensic Scrubbot should be able to handle most investigations. Forensic Science visits are for when you want to amp up the forensics with autopsies, or when there are really weird events to be exsposed. Call it the X-Files department.

## Informant Registry

### Tension 05 Clearance GREEN

There are two general classes of informants. The larger group is composed of eager, patriotic volunteers who keep an eye open for anything treasonous or illegal. These folks are generally recognised as public squealers and, because no one trusts them, seldom have information of value.

The other, smaller but more valuable group consists of well-placed Secret Society members who sell information at high prices. Their lives are at risk if discovered selling information to IntSec, and great care is taken to provide anonymity and secure communication channels to these informers. The bureau is generally unwilling to risk exposing them except in cases of Alpha Complex security.

Informant Registry is a prime target for Secret Society missions. Troopers might be sent in Central to identify a particular informant and assassinate him or to acquire some piece of information that their secret society needs but which has absolutely nothing whatsoever to do with the Trooper's assignment.

## Internal Affairs

### Tension 18 Clearance INDIGO

Internal Affairs is to an INTSEC game as IntSec is to regular PARANOIA – they're the bogeymen who jump out and accuse you of treason when you least expect it. Use Internal Affairs to frighten the players when they're being naughty. One classic option is to recruit one of the Troopers as an IA mole in the team – then let the Troopers find out that a mole exists without specifying *who* it is.

## Medical

### Tension 10 Clearance GREEN

Aka 'so, you've been Maimed'. Medical has a full staff of surgeons, specialists and eager, eager docbots, all of whom are completely pointless as few PARANOIA characters survive to reach medical attention. The doctors, therefore, spend their time experimenting with new surgical techniques, cybernetic upgrades and unnecessary amputations.

## Ministry of Information

### Tension 15 Clearance BLUE

MiniInfo can be accessed with a successful Access roll while the characters are in Central. They're extremely paranoid about granting remote access to their database from field terminals – if the Troopers really need information and can't go back to Central, then force the characters to jump through as many

security-related hoops as you want. Everything from having to send their ME cards back to Central by courier to secret passwords in a Directives Chip to riddles to a series of cunning traps, each more lethal than the last.

## Ministry of Political Orthodoxy and Interrogation

### Tension 18 Clearance INDIGO

This is the most overtly political of the IntSec service bureaus. Its agents are generally fanatics, and many of the office staff are secretly CPU Service Group members.

When things are going well – when everything is quiet and secure for The Computer and the citizenry – the Ministry keeps a low profile and gets involved only when called upon by BLUE Troopers. When things start going wrong – when important cases are slow to be solved, when important people get unhappy with IntSec performance – agents from the Ministry begin showing up in mission groups, in corridors and in public lavatories. If Troopers aren't bringing them any brains to sift, they look for reasons to sift Troopers' brains.

Officially, Ministry agents should be indistinguishable from the populace to make their undercover activities most effective; however, there is a subtle sleek and prosperous look about them the citizenry can sense – well-tailored clothes, perfectly groomed hair, an air of repose, confidence and security. In game terms, a PC with the Moxie skill may recognise an undercover MiniPOI agent.

Encourage Troopers seeking information from an uncooperative witness to use this department. Then comes the fun part. Give the PCs all the misleading information you want. MiniPOI can serve as a wild-goose-chase kit. The staffers solemnly deliver the information pried from their victims. Encourage the PCs to regard it as gospel. Make sure it is baloney.

## 24. OH CENTRAL. MY CENTRAL

### Motor Pool

#### Tension 05 Clearance RED

Good relations with the Vehicle Services staff of the motor pool is essential to successful mission completion. If the Grease Gang likes them, PCs' autocars will probably be reliable. If the Grease Gang doesn't know them, PCs get whatever is handy – sometimes a risky proposition. If the Grease Gang dislikes them, they will go out of their way to assign PCs their least-reliable equipment – autocars which deliver them to the wrong sector, which break down in the middle of a pursuit and occasionally malfunction in dramatic ways when operated at speeds in excess of 12 kph.

The Grease Gang is sensitive about its lowly status (they are INFRAREDS, REDs and ORANGES), and Troopers quickly get on their bad side by pulling rank. On the other hand, heroic tough guys strike their fancy, and those knowledgeable in the Vehicle Ops and Maintenance skill generally make a good impression. Bribes are very effective. Squealer-rats and super-patriots are universally loathed; Grease Gangers make an exaggerated show of obsequious cooperation, but give them deathtraps and junkers, regretfully explaining that all the good vehicles are reserved for high Clearance folks or are out of service.

The motor pool also handles maintenance of IntSec guardbots, docbots and jackobots. They are not particularly well-qualified for this work, but budget cuts forced this economy. IntSec bots are known for their unreliable maintenance and programming and, within the service, Troopers know not to put much faith in them. Unfortunately, other Service Groups generally put a lot of faith in bots, and external requests that Troopers be supported by bots are common and generally acknowledged.

### Mutant Registry

#### Tension 05 Clearance YELLOW

Troopers can requisition mutants with specific powers just like they'd requisition any other piece of equipment. Some of the registered mutants are just ordinary citizens who have been volunteered to serve IntSec; others are drooling morons who giggle as they wield their uncanny powers. Various control methods (tasers, explosive collars, rolled-up newspapers)

are used to keep mutants in check. Troopers are responsible for the care, feeding and cleaning of any mutants they requisition.

Obviously, Mutant Registry is a hotbed of Anti-Mutant and Psion conspirators, not to mention Pro Tech experiments and Servants of Cthulhu evil.

### PLC Outfitting

#### Tension 05 Clearance YELLOW

Standard equipment – cone rifles, uniforms, paperclips – are covered by the IntSec budget and don't need to be paid for. Everything else – biros, jetboot fuel, transtube maps, surveillance cameras, working paperclips – is covered by the PLC Targeted Inventory and Personal Financial Empowerment Initiative. In other words, the Troopers have to buy whatever they need from the company store. They can, of course, request funds from Central to cover important, mission-related purchases.

Here's how it works. Come up with a list of items the Troopers absolutely, positively need. Say they're investigating the theft of control rods from a reactor – they need one environmental suit each, a Geiger counter, and a big lead box. Assign each of these items a cost.

Next, give the characters a budget to spend. Ensure that it's nicely short of the total they actually need – not by much, but by enough that, say, one character won't get an environmental suit.

Sit back and watch the players argue.

### Political Therapy

#### Tension 10 Clearance GREEN

The staff of DeePolTee is not very interested in rehabilitating The Computer's stray citizens. They just want results, and to play with their subjects in high-tech chambers of horror that would have made Torquemada green with envy. Imagine an army of fiendishly cackling Vincent Prices with unlimited access to high voltage current, and you've got the idea.

No experienced Troopers at IntSec take the functions of DeePolTee very seriously, but as a boogie man to threaten uncooperative witnesses and detainees, DeePolTee serves admirably.

Rookies, however, have to learn from experience about the worthlessness of DeePolTee's corrective services. (Vets know that it's always imprudent to badmouth the capabilities of professionals who are licensed to apply orbital sanders to human flesh in search of the eternal verities). Therefore encourage the PCs to drag potential information sources down to these fun-loving gnomes. Let the PCs watch the proceedings from the observation booth. But please, no getting sick on the carpet.

### Research and Design (R&D)

#### Tension 10 Clearance INDIGO

Every *PARANOIA* game requires a bunch of mad (or, rather, Perfectly Sane) scientists. Obviously, this R&D crowd focus on new crime fighting gadgets, but the usual Experimental Equipment protocols apply. The Troopers are assigned some stuff to test that fails horribly, explodes violently, or fails violently and explodes horribly, and the Troopers are responsible for it all.

### Surveillance Central

#### Tension 15 Clearance BLUE

Lots and lots and lots and lots of monitors. Theoretically, the Troopers have total surveillance of the sector from here, but there are so many security camera feeds that it's impossible to find the right one. If the Troopers demand that Surveillance Central give them the view from a particular camera, then SC offers to let the Troopers use the Panopticon.

What's the Panopticon, you ask?

The Panopticon is a little room with a single chair, and hanging from the ceiling is a helmet. Put on the helmet, and you get the feeds from *every single security camera in the sector* dumped straight into your brain. For a brief, shining moment, you can see *everything*.

You will then feel a tingling, burning sensation as your spinal fluid vaporises and spurts out the top of your skull.

### Thought Survey

#### Tension 15 Clearance BLUE

Welcome to the land of the spreadsheet. The spreadsheets are everywhere. The spreadsheets are the answer.



Unless you can be reduced to a spreadsheet, Thought Survey isn't interested in you. Troopers who persist in complaining about unreasonable Sector Indices get reduced to a spreadsheet.

## Traffic Control

### Tension 05 Clearance GREEN

Originally, Traffic Control was something like Air Traffic Control in an airport. The clones here tried to keep the transtubes flowing smoothly; they'd issue warnings about closures and accidents and diversions and try to stop multi-vehicle pileups. At some point, though, they lost the mental connection between the little dots moving on screen and the actual real vehicles shooting through the tubes. Now, it's just a game to them, and they're playing to lose. Traffic Controllers are bored and actively malicious. They score points by creating massive traffic jams or getting Trooper teams into trouble.

## Other Departments

There are other, secret departments in Central. The Troopers will never be sent to any of these places on official business,

but Secret Society missions or their own treasonous investigations may bring them here.

## Reactors

### Tension 05 Clearance GREEN

Central has its own fusion reactors to provide power in the event of a sector-wide outage. These reactors are buried deep beneath Central and have enough armour to survive a direct Commie ICBM attack – unless the missile was smart enough to knock on the little GREEN access door at the back of the building.

## CompNode

### Tension 20 Clearance ULTRAVIOLET

Not every Central has a CompNode. The location of all CompNodes is one of The Computer's most closely guarded secrets. After all, the CompNodes are parts of The Computer – together, they make up the whole Alpha Complex network. Damage or viral attacks can cause a CompNode to go rogue, breaking off from the rest of the network and taking over a whole sector. Of course, the citizens of the sector wouldn't notice anything was wrong for

a while, as the CompNode would reroute all outgoing communications to itself and close down inter-sector transtubes. Rogue CompNodes usually degenerate into paranoid delusions and crazed bureaucracy within a few yearcycles.

## The Vaults

### Tension 20 Clearance VIOLET

The IntSec Vaults hold the most highly classified records, the most dangerous contraband and all the weird items confiscated since the first days of the sector. Vault records may be accessed only by the Commissioner and any bored High Programmers who go browsing for kicks. The evidence of the Trooper's Treasonous Deeds are probably in the Vault, along with... well, pretty much anything else.

The Vault is guarded by some very old and cranky GuardBots. Despite their age and decrepitude, they're still absurdly well armed and highly dangerous. They just grumble as they blast you with plasma throwers and death rays.

## Vault Contents

Roll	Item
1	Lenin's Brain in a Jar.
2	The Truth. If found, please return to <i>Mr. Slayer, c/o, SLA Industries, Mort, WoP</i> and tell him that our dystopia's funnier.
3	<i>The Invulnerable Reflec of Varn.</i>
4	Doomsday device.
5	The one loyal clone.
6	Frozen caveman.
7	<i>Duke Nukem Forever.</i>
8	<i>Das Kapital</i> , signed by the author.
9	The Gatzmann Archives of Old Reckoning culture, archive copy.
10	<i>Emergency Procedures in the Event of Catastrophic Failure</i> , 2 <sup>nd</sup> edition.
11	The <i>Necronomicon</i> .
12	Complete manuscripts of <i>Paranoia</i> 5 <sup>th</sup> edition.
13	The players, in cryogenic suspension.
14	A tube of toothpaste.
15	Founding document of the Humanist Society.
16	(1) GAMMA laser barrel.
17	A wooden black box, containing several black plastic discs with fine circular grooves.
18	Crashed flying saucer and several dead aliens.
19	Head of Vecra.
20	Computer operating manual.

## 25. SAFE UNDER THE WATCHFUL EYES

### 25. Safe Under the Watchful Eyes

Sector Indices are a new piece of cloying bureaucracy – boo!

Ok, let's try this again.

Sector Indices are an exciting new way (better) for Troopers to monitor four key elements in – boring!

Ok, Ok. We get the picture. One more time:

Sector Indices are a new way for the GM to screw the players and – this is

the clever bit – for the players to screw each other over, too. (Huzzah. Fans cheer and throw money at the Famous Game Designers; world peace ensues.) Basically, there are four Sector Indices, each measuring some type of behaviour. At the start of a mission, you say in the Mission Statement what the four Indices are currently and give the players a range of acceptable values. Over the course of the mission, the players' actions will push the Indices up and down. One of the Troopers is responsible for one of the

Indices and if that Index is too low, that Trooper gets lots of Treason Points.

The gimmick is that when one Index rises, another automatically falls. Someone's always going to get those bonus Treason Points. Think of it as a see-saw of death.

All these are optional rules. Some games, you won't want to bother with the extra overhead of Index tracking and player-versus-player shenanigans. Indices work best with Procedurals, when there's







lots of room for the players to scheme and come up with ways to boost their Index.

## The Four Pillars of Alpha Complex

The four Indices are:

### Compliance

The willingness of the population to obey. Compliance is closely tied to productivity, so PLC worries when Compliance falls. If Compliance is too low, then the sector is hit by strikes, laziness and massive inefficiency until everything breaks down completely. If Compliance is too high, then everyone is spending all their time boot-licking, kowtowing and drooling into their laps to actually do anything.

### Happiness

The overall level of spontaneous joy in the population. CPU really cares about Happiness. Too little happiness means dissent, complaints and treasonous subversion; too much happiness means everyone's superhappyhappyhappy until the brain aneurysms start.

### Loyalty

How much people believe in Friend Computer's propaganda. HPD&MC's baby. Too little loyalty makes people join Secret Societies and plot against Alpha Complex. Too much loyalty equates to

brain-dead drones who parrot the stock phrases drilled into them by subliminal messaging.

### Security

The level of surveillance and number of traitors arrested in the sector. IntSec's main concern. Too little security means traitors dance in the corridors without being reported; too much security means that nothing gets gone because everyone's stuck at security checkpoints.

The Indices range from 1 to 20. Generally, start 'em out at 8 or so, and peg the minimum values at 5. Adjust to sow suspicion ('hey, why's Bob-B's minimum value so much lower than mine?'). Alternatively, you could make it a mission goal to get one of the Indices above its starting value, and watch with poorly concealed glee as the Troopers' efforts to bring, say, Happiness up ruins the standing of the other three.

### Tracking Indices

**Option 1 (for proactive, go-getting GMs):** Write down the starting values for the four Indices on a scrap of paper. Whenever the players do anything, check the Index Adjustment Table and update the Indices. Central alerts the team whenever any of the Indices falls below the minimum value.

**Option 2 (for lazy GMs):** Write down the starting values for the four Indices. Ignore them. Whenever the players look complacent, or even just less than frazzled, Central calls them up to scream at them as one or more Indices has *plummeted* and important people are asking questions, the Mayor's off – er, CPU was just on the phone and unless the Troopers sort this out pronto, it'll be their asses on the line and other colourful metaphors.

**Option 3:** Start with option 1, go to option 2 just as the players get a handle on things.

The Troopers can check the current state of the Indices at any time by calling Central. You should be very, very helpful in pointing out when and even why Indices change. 'Congratulations, team! By publicly terminating vidshow star and traitor Teela-O, you have raised this sector's Security Index by one point! The Security Index is now within acceptable limits! Bonus chocolate rations for all!'

*Regrettably, the loss of this beloved star has damaged public morale. The Happiness Index and Loyalty Index have both dropped by 10 points. Unless these indices are restored within 10 minutes, the appropriate officers will be required to report for termination. 9.59... 9.58...'*

## Index Adjustment Table

Action	Compliance	Happiness	Loyalty	Security
<b>Carnage &amp; Combat</b>				
Trooper Brutality	+1	-1	-1	+1
Disasters	-2	-4	-0	+0
Public Firefights	+0	+0	+1	-1
Random Executions	+2	-4	-2	+0
<b>Arrests &amp; Interrogations</b>				
Arresting a Traitor	+0	+0	-1	+1
Arresting an Innocent Citizen	+2	+0	+0	+0
Interrogating an Innocent Citizen	+0	-1	+1	+0
<b>Traitorous Acts</b>				
Sabotage	-2	+0	+0	-2
Bombing	-2	-2	+0	-2
Spreading Propaganda	-2	+1	-1	-1
Muties!	-1	+0	-2	-2
Dissent	-1	-1	-1	-1
Consorting with traitors	-1	+0	+0	-1
Furthering treasonous schemes	-1	+0	-2	-2

## 25. SAFE UNDER THE WATCHFUL EYES

Action	Compliance	Happiness	Loyalty	Security
<b>Corrective Measures</b>				
MemGo For All!	-2	+1	+0	+0
Fear & Intimidation	+2	-2	-1	+1
Mandatory Bonus Joy!	-1	+1	+0	+0
Happiness Drugs	-2	+2	+2	-2
Extra Happiness Drugs	-4	+4	+2	-2
Trooper Outreach	+2	-1	+1	-2
Loyalty Demonstrations	-2	-1	+2	-1
Subliminal Messaging	+2	-2	+2	-2
Beatings Will Continue Until Morale Improves	+2	-2	-1	+1
Report-a-Traitor Drives	+0	+0	-4	+4
Security Crackdown	+2	-2	-2	+2

This table is nowhere near exhaustive – use it as a guide for interpreting the effects of your Troopers' actions. If all else fails, just drop one player's Index below the minimum level, then suggest he can get his Index back up again by some action that drops someone else's Index. Round and round they go...

In general, Compliance goes down when Happiness goes up, and Loyalty goes down when Security goes up (and vice versa on both counts).

### Carnage and Combat

**Trooper Brutality:** The Troopers are excessively violent or abusive towards citizens. This covers intimidation, aggressive questioning, neurowhippings and harsh language.

**Disasters:** This covers reactor leaks, transtube pile-ups, the dome collapsing, Computer crashes (not that *that* could ever happen), earthquakes, rips in the fabric of space and time and all other 'natural' disasters. Basically, anything that's catastrophic but can't be blamed on Commie Mutant Traitors. (Stuff blamed on Commie Mutant Traitors goes under Traitorous Acts).

**Public Firefight:** A little laser fire in a back alley never hurt anyone\*, but throwing cone rifles, grenades or plasma fields around in a public corridor or cafeteria hurts a lot of people. Apply this if the PCs get to use the *Collateral Damage* rules. The Loyalty Index does go

up though, as people see the Troopers in the thick of things.

**Random Executions:** Terminating lots of people without termination vouchers.

### Arrests & Interrogations

**Arresting a Traitor:** Why does arresting a traitor make the Loyalty Index fall? Well, as The Computer calculates how loyal a sector is by the number of known traitors, the more traitors you find, the lower the perceived Loyalty.

**Arresting an innocent citizen:** Ahahahahahahaha 'innocent.' Seriously, it kills me. Note that arresting an 'innocent' raises Compliance, as everyone looks busy to avoid being dragged off too.

**Interrogating an innocent citizen:** Interrogation, in this case, means electrodes and confession booths.

### Traitorous Acts

**Sabotage:** Cutting power lines, crashing computers, jamming conveyor belts, putting Fizz-Wizz in the shower heads and other deeds that disrupt normal operations without necessarily causing loss of life or massive physical damage. Most Secret Society missions fall under this heading.

**Bombings:** Blowing things up. Also, blowing things down, over or through other things. Any carnage or massive loss of life that can be blamed on traitors.

**Spreading Propaganda:** This covers everything from handing out Commie leaflets to painting 'THE COMPUTER SUCKS, DEATH LEOPARD RULEZ' to mind-altering subliminal messaging.

**Muties!:** Agh! Mutant freaks! If the population of the sector starts seeing mutants under every bed and in every shadow, due to someone using mutant powers way too publicly, then apply the listed change\*\*.

**Dissent:** Spreading rumours, suggesting The Computer isn't perfect, suggesting life in Alpha Complex isn't perfect, wondering out loud what happened to an Unperson.

**Consorting with Traitors:** If the Troopers use Secret Society contacts or fail to arrest traitors when they have the chance, apply this.

**Furthering Traitorous Schemes:** Used when characters complete Secret Society missions.

### Corrective Measures

What do you do when your Index has plummeted into negative values? Corrective Measures, of course, each one more extreme than the last!

Some of these measures should require an Access roll to use, or require the Troopers to pay for the supplies out of their own pockets. Others should require

\*: Anyone who was wearing reflecs, anyway.

\*\*: To avoid lynch mobs and rioting, the Psion Secret Society enforces the 'Mutierade' where mutants pretend to be normal citizens. For some mysterious reason, this involves wearing black trenchcoats and hanging around in dark alleyways, muttering about politics and eyeliner.



begging, pleading, blackmail or the trading of favours.

**MemGo For All!:** MemGo is a handy drug that wipes the last few minutes (or hours, or days, or years) memory from the subject. IntSec troopers can requisition some MemGo tablets or just have it added to the sector's water supply to erase a particular embarrassing event. MemGo's not infallible and may cause hallucinations, fragmentary memory recollection or extreme confusion.

**Fear & Intimidation:** Grim posters, warning of the dangers of terrorism! Grim television ads, with grim voiceovers! Grim Troopers on every corner! Random stop-and-search, random interrogations, random security checkpoints. Grimdark oppression for all! The Troopers have to make Alpha Complex even more of a fascist police state.

**Mandatory Bonus Joy:** The opposite of Fear & Intimidation, the Troopers go out of their way to make Alpha Complex even more fun. Tell a few jokes, do a little dance, hand out some extra Hot Fun in the cafeteria, maybe organise a game of FunBall in the corridor. Spread a little happiness as you go by!

**Happiness Drugs:** Troopers can request that more happiness drugs be issued to the population. The drugs will be delivered by HPD&MC, but the Troopers are responsible for distribution to the unhappy clones. Generally, the drugs delivered are mild tranquilisers or mood stabilisers, and only rarely are stimulants, combat drugs or poisons issued by mistake.

**Extra Happiness Drugs:** R&D's always got a few weird pills or vials of glowing liquid lying around the place that makes people feel super-good about themselves. If the Troopers hand out extra-happy drugs, it'll boost happiness levels across the sector and provide valuable field testing data about these experimental substances.

**Trooper Outreach:** It's not all jackboots and truncheons in the Troopers. Sometimes, it pays to be nice to the civilians. This covers helping old clones across the corridor, rescuing lost scrubbots, giving directions to confused Troubleshooter teams, doing odd jobs around the sector, giving lectures about community spirit and taking Junior Citizens for a ride in your SecuriCar. Basically, being overly nice to people.

**Loyalty Demonstrations:** Hey, a use for the Oratory skill! If the Troopers organise loyalty marches, group hugs, singalongs and other public demonstrations of loyalty, adjust the indices as listed.

**Subliminal Messaging:** HPD&MC and the Department of Political Therapy both have access to subliminal messaging, which can be deployed to adjust the brains of the proles. The Troopers are responsible for finding a way to deliver the messaging – basically, they need to find places where lots of people are gathered, then shoot low-powered lasers into their eyes.

**Beatings Will Continue Until Morale Improves:** Pretty much what it says on the tin.

**Report-a-Traitor Drives:** Call us to report a traitor and win big prizes! If the Troopers pick this option, they'll need to man the phone lines back at Central (or have Communications route the calls to them in the field). They will also need to come up with some new random bonus prizes to be won by lucky callers.

**Security Crackdown:** Arresting people for the tiniest infraction, interrogating anyone who's remotely suspect, hundreds of citizens vanishing into the dungeons of Central, never to return. A nightcycle of the long lasers, basically.

## A Little Help From My (Treasonous) Friends

All of those Corrective Measures are either pretty ineffective or hard to pull off. The best and easiest\* way to adjust

any of the Sector Indices is to get a little help from a Secret Society. The First Church of Christ Computer-Programmer can organise a huge loyalty march with only a few minute's notice, thanks to their network of fanatics. The Romantics can make people happy with wonderful entertainments\*\* from Old Reckoning times. Got a mutant problem? Anti-Mutants can sort that right out.

A Secret Society can easily shove an Index up or down by 4, or even more if the society's especially well suited to the task at hand – the Computer Phreaks are great at screwing with Compliance, for example. Of course, getting the society to help means swapping I.O.U.s and making lots of Rank checks.

## Sector Indices & Treason

As described in *Treason*, if a Sector Index is below the minimum level at the end of a mission or duty cycle, the officer responsible for that Index gets awarded Treason Points equal to *twice* the difference between the Index's actual value and the desired minimum. So, if you're in charge of the Security Index, and it's at 3 when it should be 10, that's a juicy **14** (7x2) Treason Points at the end of the mission, which is probably enough to get you terminated for your failings.

## Using Sector Indices

Sector Indices improve the *PARANOIA* experience in three distinct ways.

## Stress & Paranoia

One player is responsible for each of the Indices. That player and that player alone gets punished if the Index is below quota.

Every player can do stuff that will push an Index up or down. Worse, this stuff can easily be justified as being part of the mission (*'I'm sorry I had to brutally interrogate everyone in the cafeteria, thus lowering Happiness by 10 points, but any one of them could have been a traitor. You're not trying to shield a traitor by objecting to my methods, are you?'*). It's

\*: Actually, the easiest way is to get the Department of Political Therapy to change the values on their spreadsheet.

\*\*: Alpha Complex is such a cultural wasteland that *America's Next Top Model* would be like Shakespeare with added ninja to the average citizen.

## 26. SURVEILLANCE & INTERROGATION

possible to get a nice perpetual treason machine going, with players see-sawing back and forth on the brink of disaster.

### Mood of the Sector

The Sector Indices can make the sector feel more like a real place. The characters' actions have discernable consequences (disastrous ones, admittedly, but consequences nonetheless). You can

even use the four Indices as a quick guide to the current *zeitgeist*. Is the random citizen the team pulls off the corridor helpful? Roll Compliance! How long does it take backup to arrive from Central? Roll Security!

### Running Totals

INTSEC is designed for long-term games, so it can be fun to track the decline and

fall of a sector across a series of missions. Maybe one of the characters has a secret agenda to bring Loyalty down to zero so his Secret Society can launch a coup, or maybe the Troopers can arrange for their sector to win Happiest Sector in this year's Alphie awards. Let players invest their emotions in Sector Indices and their minds will follow.

*He who walks through a great city to find subjects for weeping, may find plenty at every corner to wring his heart; but let such a man walk on his course, and enjoy his grief alone – we are not of those who would accompany him. The miseries of us poor earth-dwellers gain no alleviation from the sympathy of those who merely hunt them out to be pathetic over them. The weeping philosopher too often impairs his eyesight by his woe, and becomes unable from his tears to see remedies for the evils which he deplores. Thus it will often be found that the man of no tears is the truest philanthropist, as he is the best physician who wears a cheerful face, even in the worst of cases.*

- Charles MacKay, *Extraordinary Popular Delusions & The Madness of Crowds*

## 26. Surveillance & Interrogation

First, cast off any thoughts of grizzled, cynical police detectives with their idealistic mismatched partners, of mild-mannered old English ladies taking tea in a country house while the butler does it or serial killer profilers bringing their work home with them. You should linger for a moment on absurd forensic investigation shows packed full of CGI zooms into bullet wounds and spinning wireframe computer models; linger, then move on. *PARANOIA* is not an ideal game setting to stage real clues-and-ratiocination mysteries. Be prepared for investigators to blast most witnesses and evidence rather than study them for their significance. Given the nightmarish incompetence, inefficiency and paranoia rampant in Alpha Complex, most mysteries are pursued with a Clouseau-Pink-Pantherish farcical ineffectiveness.

That doesn't mean you can't throw a locked-room murder mystery or 'who stole the High Programmer's briefcase' or 'find the Commie spy' investigative mission at your Troopers. It just means that the real goal of a player isn't to unravel the mystery; it's to pin the blame on another Trooper. This could be the blame for failing to unravel the mystery, or the blame for the original crime itself, just so long as someone else gets blamed for something.

### Tension

Each scene or location in Alpha Complex has a Tension level from 0 (low) to 20 (high), usually 3–7 or thereabouts. The

Tension level suggests how closely The Computer, its agents or other parties are observing the characters' actions. Ideally The Computer wants to observe all areas all the time, but resources don't permit this. No one discusses this publicly, but every citizen has a fairly good idea how likely he is to be observed in any given spot.

A scene's location determines its Tension level. The chart shows typical locations for each Tension level. If you don't want to consult the chart every time you change location, assume a default Complex-wide Tension level of 6.

Track the current Tension level secretly by putting a d20 where you can see it but the players can't. Change the uppermost number to reflect the current level.

When a player tries something treasonous involving a die roll, the Tension level is the range of the roll that implies whether anyone witnessed the treasonous action. So if a PC has a 15 or less to shoot the Lead Trooper, and the Tension level is 5, any roll of 15 or less hits the commander – but if that roll was 5 or less, *somebody* somewhere may have seen the shot.

Maybe it was another PC, maybe The Computer, or a Secret Society, or maybe some faceless bureaucrat watching a security camera and already writing his blackmail note. You don't need to get specific nor even rush to tell the player. Still, that act, having been detected, is

now admissible as evidence against the PC (see the section 'Treason').

Never let the chart interfere with your own convictions. Tension levels are a convenience for you; at times, you may know very well The Computer – or someone else – is watching. Use the chart only when you prefer not to decide whether a particular action is monitored.

### Tension levels by location

These are just suggestions. You can adjust the Tension level freely.

Entries such as 'RED areas' means all RED areas not otherwise listed in specific entries. 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 centres
- 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; armouries



- 12 BLUE areas
- 13 Termination centres; re-education centres; IntSec Central
- 14 INDIGO areas
- 15 Power and Tech Services control rooms; The Commissioner's office
- 16 VIOLET areas
- 17 Confession booths; CPU monitoring loci
- 18 ULTRAVIOLET areas
- 19 Central Compnodes
- 20 Bathrooms

## Surveillance

If the Troopers are spying on a location using the security cameras, hidden bugs and so forth, then increase its Tension by the margin of success of the Troopers' best Surveillance roll. So, let's say a Trooper wants to spy on a Troubleshooter briefing room (Tension 6). He sneaks in there and makes a Surveillance roll, succeeding with a margin of 5. The room's Tension is now 11 (6+5), giving the Trooper a better-than-even chance of remotely spotting any illegal activity in that briefing room.

The Surveillance skill can also be used to reduce the Tension of a location...ish. Surveillance can be used for remote spying devices and bugs, but if there are other people present, they might still spot treasonous goings-on there.

## Investigation

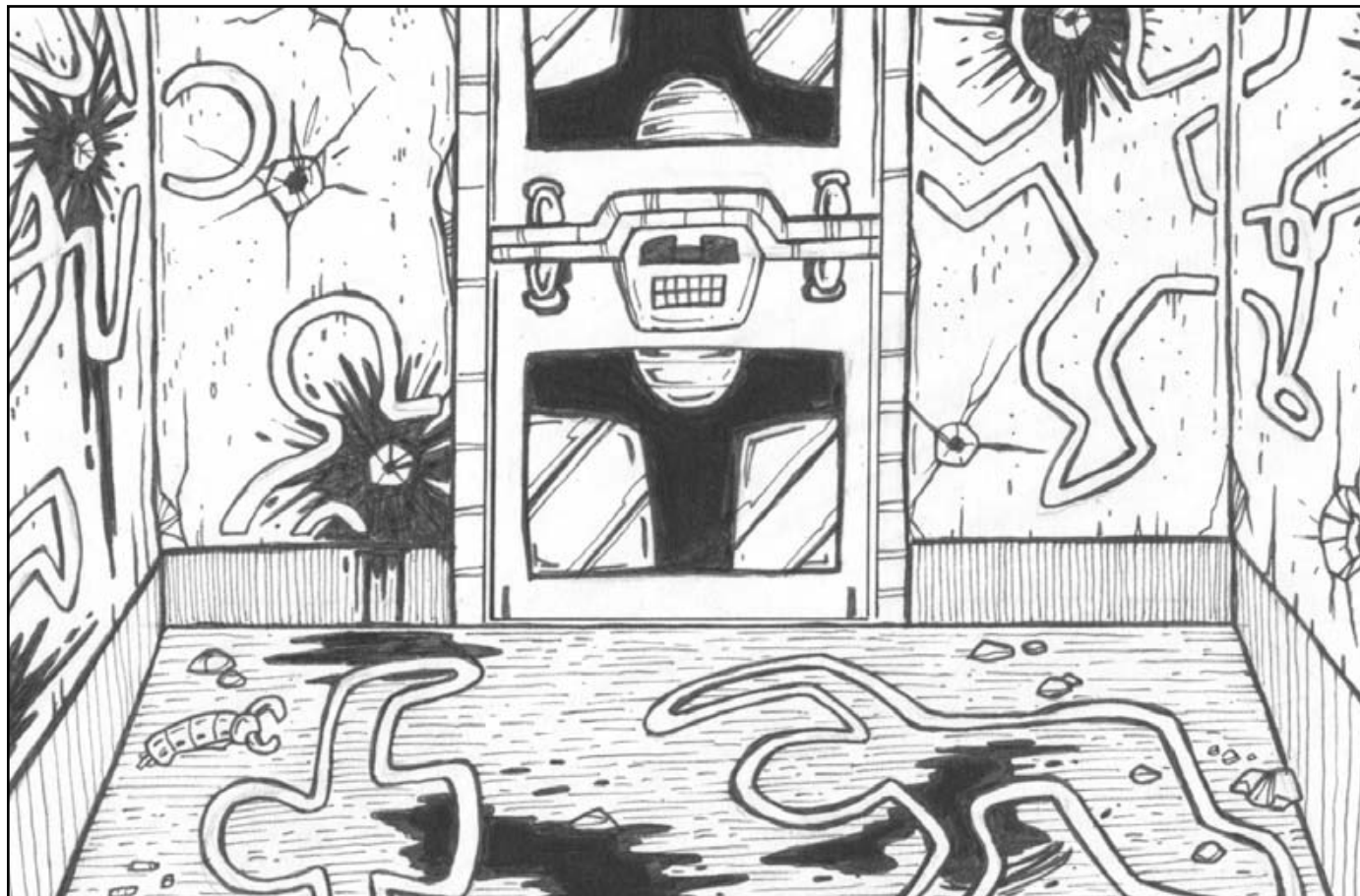
There's no need for an overly complex mystery, as the players will complicate the matter themselves endlessly. For an investigative game, just come up with a few clues and pieces of evidence and a few suspects – and then give different Troopers reasons to favour one suspect over another. For example, the Troopers are called in to investigate the bombing of a bot factory. The obvious suspect is a Frankenstein Destroyer member and there's loads of clear evidence pointing to his guilt. Open and shut case, right?

Of course, if one of the Trooper squad is also a Frankenstein Destroyer and therefore wants to pin the bombing on someone else, and if another is a Pro Techie who wants to steal cool stuff

from the bot factory and therefore needs to prolong the investigation, then that open and shut case turns out to be a sprawling, incomprehensible and paranoid one. Give half the Troopers reasons *not* to solve the case, or reasons to implicate some unlikely target in the crime. Perfect.

Encourage players to come up with wild conspiracy theories, spurious arguments and false evidence. Support them by throwing red herrings, unrelated incidents, more suspects and more reasons to turn a simple crime into a nefarious plot to end Alpha Complex As We Know It. Listen to their conspiracy theories and then change the game to support them. Let the players run off on any wild goose chase they come up with, and add clues that suggest that they're really on the trail of something.

In short, truth is irrelevant. The point of the investigation isn't to undercover the truth, it's to find someone to blame while uncovering a much, much bigger investigation. Repeat.

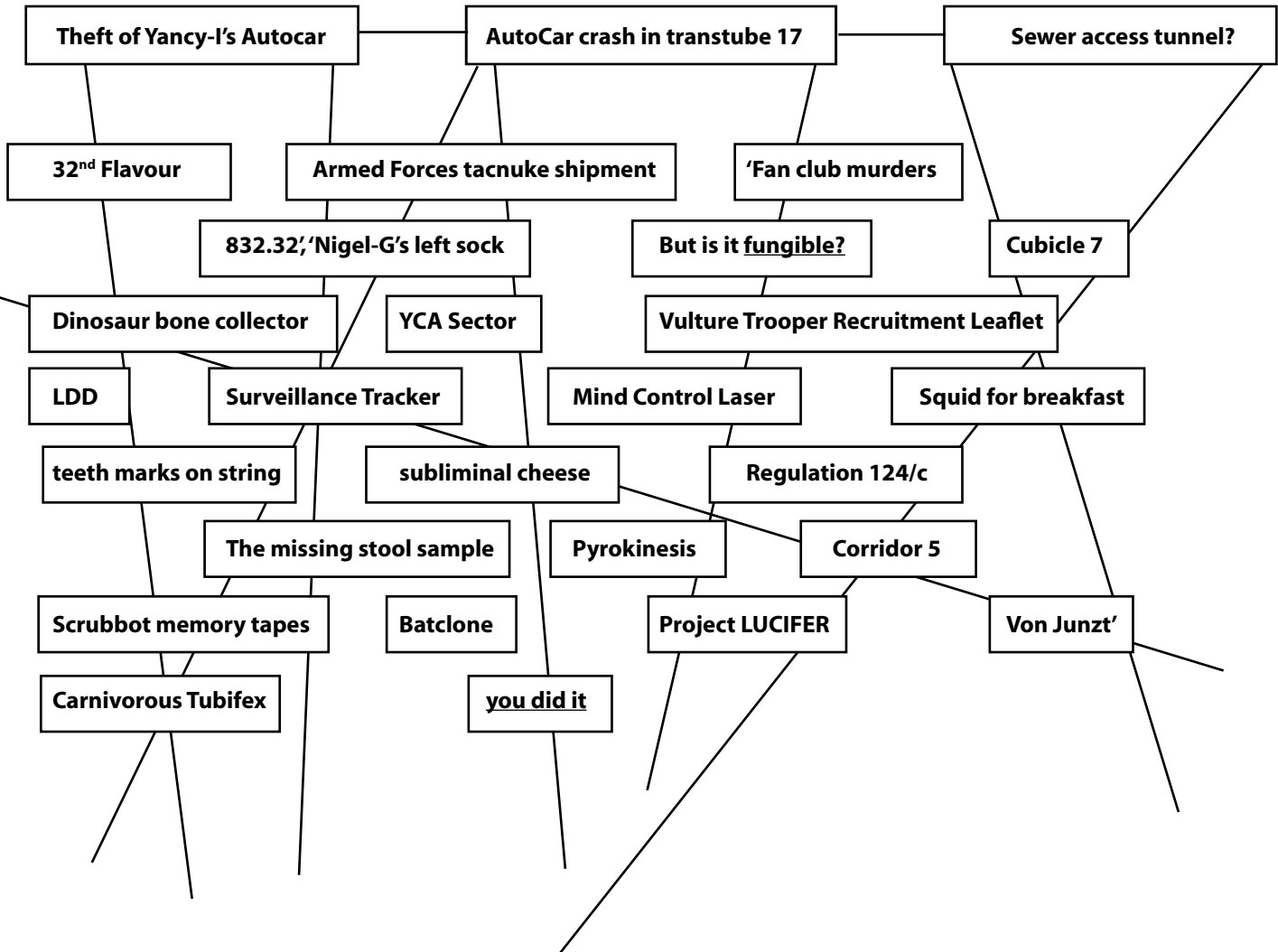


## 26. SURVEILLANCE & INTERROGATION

"Before"



"After"





## Clues

Clues send the Troopers off to the next step of the investigation – anything from a ticket stub for a transbot to security camera footage of someone entering a building. Clues should be clear and easy to interpret, but absolutely useless when it comes to solving the mystery. The point of clues is to expand the scope of the investigation or punt the Troopers off to a death-trap. The only difference between a clue sending the PCs to the next scene and orders from Central sending the PCs to the next scene is that a clue makes the PCs feel

all empowered and protagonised, if protagonised is a word.

## Evidence

Evidence, though, should be as ambiguous and untrustworthy as possible, so it implicates *everyone*. If the Troopers find a note, then make sure there are no proper names, just pronouns and code names. If the Troopers dig up DNA evidence, then make sure it points to two or more people (easily done, thanks to cloning, weird chemicals and mutant powers). If they get security camera footage, then remember that

everyone's wearing coloured jumpsuits and that records get deleted, misfiled or sabotaged all the time.

Keep track of the number of Treason Points each piece of evidence is worth (if any). For example, a gun that was used in the murder of a citizen is worth around 10TPs (as illegal termination is a 10-point crime). If in doubt, assume a piece of evidence is worth one Treason Point.

When you hit 20 Treason's worth of evidence, check Ending the Investigation.

## Clues

Roll	Clue
1	A note saying <i>'I've gone to the next scene.'</i>
2	A brand of gum only available in one sector.
3	A faithful petbot who leads the Troopers to the next scene.
4	A trail of blood.
5	A transtube ticket.
6	The most recent message on a suspect's PDC.
7	A sighting on a security camera.
8	A menu from a cafeteria.
9	A talkative AutoHack bot gives the PCs a clue. <i>'That guy? Had him in the back of my cab last twosday. Fuhgeddaboutit.'</i>
10	Minutes from a briefing in a particular location.
11	A photo of the location.
12	Central contacts the Troopers and shoves them onto the next scene.
13	A clearly drawn map with a line going from where the PCs are now to the next scene.
14	A witness says <i>'I can help you. All I know is where to go next. I know nothing else. Our interaction is now at an end.'</i>
15	The Troopers take a wrong turn and end up where they're supposed to be.
16	A wandering INDIGO genius detective shows up and says <i>'egad! This snagged thread from a jumpsuit can only have been woven in one place. The game's afoot, men! Follow me, and bring the cocaine.'</i>
17	A matchbook. They're always finding matchbooks in detective shows. I think I've seen a matchbook twice in my life. Maybe it's an American thing, or maybe they just don't do them any more. I don't know. Anyway, they find a matchbook, ok?
18	Tracing the suspect's PDC via The Computer.
19	The Troopers hear a scream coming from the next scene.
20	A large glowing arrow floating in mid-air.

## Evidence

Roll	Evidence
1	A laser barrel with one shot used.
2	A piece of camera footage, shot from a bad angle in poor lighting and damaged in storage, which shows...well, grainy blobs doing something to other grainy blobs. Could be anything in there.
3	A footprint, matching...Alpha Complex standard issue boots.
4	A dropped Bouncy Bubble Beverage can. The killer drank B3... good for him!
5	A cryptic note. Cryptic, in that the characters can't even read the language it's written in. Maybe it's a code, maybe it's crazed scribbles.
6	A rambling anonymous message posted on a Grey Subnet, accusing an unnamed person of being a traitor/mutant/cockroach in disguise/mean.
7	Very strong body odour that lingers in the room.
8	A piece of heavily chewed ConeRifle-brand BubbleGum. The collectible sticker that comes in every packet is missing.
9	Assorted lengths of wire – the sort of wire you might use when wiring a <i>detonator to a bomb!</i>
10	A hammer. Very suspect. That's half of the hammer and sickle right there, you <i>demicommie</i> .

## 26. SURVEILLANCE & INTERROGATION

Roll	Evidence
11	Shredded paper that might once have been an incriminating document or traitorous propaganda.
12	A photo of two clones. The face of one is blurred, but the other might be recognisable as an infamous traitor, if you squint and ignore the fact that said traitor has been dead for the last 84 yearcycles.
13	A <i>sedition</i> complaint form complaining about botulism in the cafeteria. Doubting the perfection of The Computer's food preparation and handling staff is treason.
14	DNA. Well, organic goop anyway.
15	A bot that's obviously been <i>expertly reprogrammed</i> by a traitor to <i>refuse to answer questions</i> . Well, that or it's got a defective brain module, but really, which is more likely.
16	The schematics for a nuclear reactor. Well, maybe it's an experimental R&D device. Or a warbot. Look, it's a big incomprehensible blueprint which much have been stolen!
17	A coded message. It <i>looks</i> like a perfectly innocent report on ball-bearing production quotas, but if you ignore most of the actual <i>letters</i> , it's a Commie manifesto!
18	Someone scratched ' <i>down with The Computer</i> ' into the side of this desk.
19	A ticket to a FunBall game. Statistically, certain proof that the suspect was associating with a traitor.
20	A signed confession, which may or may not be an IntSec plant.

### Floating Evidence

In other investigative games, the GM is sometimes advised to have a few 'floating clues'. These are clues that the PCs will always discover, no matter what path of investigation they follow. The letter implicating Lord Fossnostril in the murder of Colonel Blechworth can be found at Lord Fossnostril's country estate, or his club in London, or in the Colonel's library – wherever the PCs go, they find the clue.

That's all very well if you're running an investigation game, but *PARANOIA* has as much to do with investigation as a demolition derby has to do with formula one racing. Yes, they're both cars driving around a track, but one's a lot more explosive than the other. What you need instead is floating *evidence*.

Floating evidence consists of documents – conversation transcripts, filled-out forms, cryptic notes, even audio or video recordings if you've got the technology – which the characters can find. Don't bother about tying this into the current mission in the slightest, because that's for the players to do. When they perform some cunning act of investigative genius, like breaking into a VIOLET's personal quarters or hacking IntSec files, hand them the floating evidence in the same way a cat hands you a dead bird. Let the players interpret its cryptic contents.

Players attach extra import to any handouts or prepared material. If it's printed, then it must be significant. They think (if players can be said to *think*, really; they don't cogitate, they just work on instinct) that anything the GM says could be ad libbed lies, but a printed document must mean *something*.

And, indeed, it does. Just leave the players to bother with the existential nature of the thing.

### The Forensic Scrubbot

The Forensic Scrubbot is the Surveillance & Forensics Officer's best friend; the sort of friend who follows you home, moves in with you, and sleeps on your couch while drinking your beer and hogging your television. It's a refitted scrubbot, fitted with fingerprint brushes and DNA samplers as well as scrubbing brushes and disinfectant spray. The idea is that the Surveillance & Forensics Officer can just order his bot buddy to zoom off and collect all the evidence from a crime scene, leaving him free to actually interpret and analyse this evidence.

Ah, scrubbots. How can this go wrong? Let us count the ways?

**1. What is it, Scrubby?** Scrubbots aren't usually fitted with speech synthesisers. The Forensic Scrubbot communicates, R2D2 style, in beeps and bleeps. Now convey concepts like '*the fingerprints on the high Clearance laser barrel don't match the prints on the laser trigger*' in a sequence of beeps and bleeps.

**2. Evidence Detected!** The scrubbot's programmed to recover evidence as soon as it detects it, before the Troopers

compromise the crime scene or important clues are lost. Therefore, it zooms ahead, racing into, say, a Commie ambush. Or an incinerator. Or a crossfire.

**3. Your Bot, Your Problem:** The Surveillance & Forensics Officer is responsible for anything the bot does. If the bot uncovers the murder weapon, then he gets the credit. If the bot fails to find a key clue, he gets the blame. Guess what happens when the bot sprays Lemon-Flavoured SprayKleene all over the Commissioner, or attempts to dust the visor of the Security Officer's armour for prints when he's aiming a tacnuke.

**4. I Scrub, Therefore I Am:** On the one hand, the Forensic Scrubbot is a fine piece of Alpha Complex engineering. On the other, it's still a scrubbot. Sometimes, it gets confused. That evidence is just *filthy*. There's all this *blood* over the crime scene. Must...clean!

**5. Do Scrubbots Dream Of Electric Treason?:** Can the Forensic Officer trust his scrubbot, or is the bot an agent of a Secret Society? Has it been subverted by computer viruses? Has it been sabotaged by some traitor in Forensic Sciences? Or maybe it's just a little jerk. A malicious scrubbot can sabotage investigations, plant evidence and make its operator's life hell.

### Secret Society Aid

Whenever the Troopers are stuck, there's always the Secret Society option. A character should always be able to either cash in an IOU or accept a debt to proceed in the investigation. Of course, the society's help should always be tainted with that society's particular





flavour of treason, meaning the Troopers dig themselves in deeper every time.

## There's Always Another Trapdoor

If an investigation's getting staid – or, miracle of miracles, the Troopers are actually working together and getting close to an actual conclusion – then throw another can of gasoline on the fire by rolling on the Investigation Complication table.

Oh, don't forget any Directives Chips, which are another great way to throw spanners into investigations.

## Ending an Investigation

Keep track of the number of Treason Points worth of evidence accumulated by the team. When this total reaches 20, then have The Computer contact them. Twenty points worth of Treason is enough to get anyone convicted, so the brave and ingenious IntSec investigators must know who the traitor is now, right?

Force the players to either a) pin all the evidence thus far on a single target or else b) admit there are multiple traitors, in which case The Computer sends them off to investigate further. Stop them every 20 Treason Points and demand an update. If the Troopers keep failing to make progress, then The Computer starts suspecting *them*, and The Computer's suspicion means more Treason Points for the Troopers.

*Don't fight it, son... confess quickly... Before they get into the expensive procedures. If you hold out too long you could jeopardise your credit rating.*  
- Brazil

## Interrogation

Sooner or later, everyone ends up in the Interrogation Booth. The jackboots come for every citizen in the end.

'Enhanced interrogation' is standard operating procedure for IntSec. The Computer disapproves of such interrogation methods, as they do make people unhappy. Then again, they give happy drugs to the innocent citizens afterwards, so that's ok then.

## Investigation Complication

Roll	Complication
1-2	Raymond Chandler suggested that when in doubt, have a man with a cone rifle burst in through the door. Well, he said 'gun', but we're sure he meant 'cone rifle'.
3-4	Someone secretly provides one of the Troopers with a vital clue (or just some Floating Evidence).
5-6	A character the Troopers previously dismissed turns out to be a Commie Mutant Traitor.
7-8	One of the minor NPCs is revealed to be a high-ranking Secret Society traitor.
9-10	The Commissioner hauls the Troopers off the case abruptly and orders them to destroy all the evidence and make sure that anyone they've talked to never discusses it ever again. What's he hiding?
11-12	Someone sabotages the Trooper's SecuriCar/plants a bomb/tries to kill one of them.
13-14	The prime suspect turns up dead. Six times over, if necessary.
15-16	A major part of the investigation was actually a hallucination.
17-18	Someone in Central is revealed to be a traitor. All they've told the Troopers so far must be disregarded.
19-20	Roll again twice and combine both results

## Torture & The Game

It's probably not a good idea to linger too much on the specifics of IntSec torture. *PARANOIA* is not a place for torture or revenge fantasies – it's much better to hint than to go into specifics. Draw a discrete veil over proceedings. It doesn't matter exactly what's in Room 101; it's the results that affect the game.

Tortured subjects will say whatever it takes to stop the torture. Given enough pressure, anyone will confess to absolutely anything. Confessions to any crime, revealing the name of other traitors and associates, admitting to membership in any Secret Society – anything to stop the pain. IntSec has all sorts of brain-scanning probes and electrodes to determine 'truth', but they're very unreliable and pretty irrelevant.

### "Good Trooper, Bad Trooper"



## 26. SURVEILLANCE & INTERROGATION

Method	Description	Damage	Resisted By
Psychological	Good Trooper/Bad Trooper routines, threats and intimidation, lies, bargaining, sleep deprivation.	W3K*	Suggestion Chutzpah
Chemical	Drugs! Truth drugs! Hallucinogens! Electrodes in the brain! Electrodes in other places!	W3K	Suggestion Macho
Physical	Beatings, funboarding, drills, pliers, power tools, scrubbots in places never scrubbed before.	W2K	Chutzpah Macho

\*: Inflicts psychological damage, not physical. A Maimed subject isn't necessarily missing any limbs, but acquires an interesting array of quirks and twitches. A killed subject is incurably insane and non-functional, even by Alpha Complex standards.

### Interrogation & Torture Rules

First, select your method. Each method may inflict some damage on the subject and can be resisted with a particular Speciality. To resist, the subject gets to roll the appropriate Speciality; without a Speciality, default to Violence or Management. Oh, the subject absolutely may not spend Perversity on these rolls.

The damage is determined by the margin of *failure*, not success. The more incompetent the interrogator, the bigger the chance of severely wounding the subject. If the Interrogator fails his roll, he just hurts the subject without getting anything useful.

The subject can try to resist a successful Interrogation attempt. This requires

a successful Chutzpah, Suggestion or Macho roll, depending on the type of torture used. If the character succeeds, he doesn't need to spill his guts, but the damage is increased by one step.

*Sigh.* No, armour doesn't protect against Interrogation damage.

So, what's revealed when a character spills his guts? Anything that will satisfy the interrogator. At the very least, this may involve:

- ☞ Signing a confession
- ☞ Admitting to one or more things the interrogator wants
- ☞ Revealing a Propaganda skill (and earning the Treason points to go with it)
- ☞ Revealing a Traitorous Deed
- ☞ Admitting membership of a Secret Society

- ☞ Admitting possessing of a mutant power

### Interrogation Methods

**Improved:** The old rubber truncheon and duct tape approach. Troopers can use the Interrogation Specialty to extract information from a suspect. If that fails, default to Management.

**Interrogation Booths:** Interrogation booths look like automated photo booths. The Troopers stuff the suspect into the booth, insert a 10-credit plasticred, and wait a few minutes. The extracted confession is printed on a little card that pops out of a slot on the side, along with a selection of amusing photos. The Interrogation booth has an Interrogation skill of 10.

**MiniPOI Central:** For really troublesome traitors, the best solution is to bring

### Bob-B goes to the Interrogation Booth - A Cautionary Tale

Bob-B's a traitor. Unfortunately, he's a stupid traitor and he got caught. Now he's sitting in the waiting room of MiniPOI, reading back issues of *Electrode Weekly* and *Soundproofed Room Review*. It's like waiting for the dentist, only the dentist admits he wants to hurt you.

Anyway, Bob-B's got several treasons to conceal:

- ☞ His Traitorous Deed (determined during character generation) of putting FizzWizz in a High Programmer's showerhead
- ☞ Death Leopard propaganda 07
- ☞ PURGE propaganda 05
- ☞ FCCCCP propaganda 16
- ☞ He shot the Lead Trooper in the back

MiniPOI starts with some nice chemical interrogation. The interrogator succeeds, inflicting a Wound on Bob-B. Bob-B now has a choice – he can try to resist by rolling Suggestion or Macho, or he can just spill his guts. Foolishly, he tries resisting. The damage goes up from Wounded to Maimed, and he gets to roll his Macho. Oh, poor Bob-B. He fails that roll, so he has to spill his guts anyway.

On that list of treasons, the PURGE propaganda is the least treasonous. Bob-B admits he's aware of PURGE doctrine, and picks up a number of Treason Points equal to his PURGE Propaganda skill. Is that enough for MiniPOI?

No.

They keep torturing him.



the miscreant back to Central so the specialists in the Ministry of Political Orthodoxy can have their wicked way with him. Depending on how busy MiniPOI are, it can take hours, days or even weeks before the subject is processed. Favours and Access rolls can reduce this time; if the Troopers don't mind the subject being returned in several small boxes. MiniPOI has an Interrogation score of 15.

## Interrogating Suspects

Low Clearance citizens – ORANGE or less – can be interrogated without any *official* problems. (They may object. Their Secret Society co-conspirators may object). For YELLOWS or higher, the Troopers need to have some evidence before calling in the interrogators.

Well, a vague suspicion anyway. A hunch or something.

If the Troopers are over-using interrogation, you have two options.

1) **Buyer's Remorse:** Uh-oh. The guy you just sent to Room 101 turns out to be only person with the disarm codes for the WarBot. Or he was actually an undercover IntSec agent. Or a High Programmer's beer

buddy. Bet you wish that guy still had a brain.

2) **Vicious Irony:** If torture's so effective at finding traitors, then have Internal Affairs start using it on the Troopers more regularly. Encourage the Troopers to discredit their own methods in order to survive.

## "A Citizen co-operates with inquiries"



## Interrogating Troopers

Troopers may be interrogated only with the permission of the Commissioner or Internal Affairs. Sufficient evidence of treason to justify the interrogation must be provided, but it's a lot easier to get a team-mate dragged off to the dungeons of Central than it is to get a Termination Voucher.

# 27. Equipment

Every day, HPD&MC proudly informs the citizens of Alpha Complex that PLC has risen to new and greater levels of production. We are making more boots than ever before, citizens, we are building more bots and autocars, every citizen is better fed with more luxuries and more free time than every before.

You can choose to believe the official reports, or the evidence of your own eyes – the crumbling infrastructure, the increasingly crummy and unreliable equipment, the food shortages, the sixteen-hour Bonus Volunteer Work Days. However, you won't get shot for believing the official reports.

## Weapons

An armed citizenry is a safe citizenry. By this metric, Alpha Complex is very, very safe indeed. The Computer encourages all citizens to keep their laser pistol or other personal weapon handy at all times (to repel Commie Mutant Traitor attacks). Not everyone in Alpha Complex is armed

(no-one trusts the INFRAREDs with guns apart from the Armed Forces), but every citizen of RED Clearance or higher has at least access to some weapons – or is accompanied at all times by thuggish bodyguards or combots with an arsenal of nasty zappy or pointy things.

Troopers are issued with cone rifles. Cone rifles are many things – impressive, multi-purpose, highly dangerous and very shiny. They are not many other things, such as 'reliable', 'safe', 'usable in confined spaces', 'easily portable', 'subtle' or 'the sort of thing you want strapped to you in a firefight'.

Let's recap the weapons rules.

**Type:** What Specialty you use when firing the weapon. If the Trooper doesn't have the requisite Specialty, default to Violence.

**Damage Type:** Impact (I), Biological (B) or Energy (E).

**Damage Range:** Weapons and other attacks deal exactly the damage you want. For guidance, most weapon descriptions suggest a default damage rating, listed in the format Min-Boost-Max.

**Minimum (Min):** This weapon ordinarily deals at least this much damage to an unarmoured target.

**Boost:** If the roll's margin of success equals this number or higher, the weapon deals additional damage. Divide the roll's margin by this Boost increment (round fractions down), and deal that number of bonus damage steps.

Powerful weapons have low Boost numbers; weaker weapons have larger increments. The higher the Boost number, the weaker the weapon.

Suppose an attack roll's margin of success is 6. If the attack weapon is a laser (W3K), divide the margin of 6 by the

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laser's Boost 3, meaning this laser shot inflicts (6/3=) 2 bonus damage steps. If the weapon is instead the much more formidable plasma generator (V1V), the margin of 6 divided by Boost 1 (the best possible Boost increment) means the plasma generator deals 6 bonus damage steps. A thrown rock might have Boost 5, so an attack margin of 6 would do only one bonus step.

**Maximum (Max):** This weapon won't damage a target beyond this condition, unless you say otherwise.

**Shots:** For completeness, we've included the size of each weapon's magazine – the number of shots it can fire before it must be reloaded. Don't worry too much about keeping track of ammo – it's there for two purposes. Firstly, it gives players a great excuse not to shoot at appropriate times ('I couldn't terminate the escaping

*traitor, sir, I was reloading at the time. It's terrible that comrade Vlad – er, I mean the unidentified traitor who I totally do not know at all got away.*). Secondly, you can mention the Troopers are running short on ammo if you want to send them back to the Armoury for some reason.

**Range:** The range of the weapon, in metres. Don't bother with tactical maps or scales; the sole point of listing range is for situations where the Trooper with a long-range weapon shoots at the short-range guys while laughing maniacally.

**Cost:** In credits. Troopers can just requisition their guns from the Armoury, but may wish to buy their own for... well, do you trust those shifty bastards in the Armoury? Do you know who's touched your ammo?

**Clearance:** Possession of the weapon below the listed Clearance, without express permission, is treason.

**Malfunction Number:** In common with virtually every other gadget in Alpha Complex, weapons are dangerously unstable and prone to malfunction. Malfunctions may include the trigger getting stuck, bits falling off, or the weapon exploding in the user's hand. Common weapons malfunction on the roll of a 20; more complex ones, including cone rifles, malfunction on a 19–20. Experimental weapons malfunction whenever you want.

For most weapons, this means that the weapon jams or explodes. Weapons with a particularly amusing malfunction are noted in the text, as are any useable remedies.

**Notes:** See footnotes.

### Weapon chart

Weapon	Wpn type	Dmg type	Min-Boost-Max	Shots	Range	Cost	Clearance	Malfunction	Notes
Blaster	Energy	Energy	M3K	1	50	500	O	19–20	
Brass knuckles	Hand	Impact	S5W	—	—	10	R	20	
Cone rifle**	Projectile	By cone	By cone	1	200	1,000	B	19–20	
Energy pistol	Energy	Energy	W3K	5	60	200	Y	19–20	
Flamethrower	Field	Energy	S3K	10	20	500	Y	19–20	area 20m, spray
Force sword	Hand	Energy	S3K	—	—	400	B	19–20	
Gauss gun	Field	Energy	W3K	100	20	500	I	19–20	20m cone; only vs. bots
Grenade	Thrown	Impact	W3K	1	20	50	R	20	area 5m
Hand flamer	Field	Energy	S3K	3	40	1,000	V	19–20	easily concealed
Ice gun	Projectile	Impact	S3K	25	50	500	G	20	spray
Knife	Hand	Impact	S5K	—	—	20	R	20	thrown range 20m
Laser pistol (barrel)	Energy	Energy	W3K	6	50	25	*	20	needs body
Laser pistol (body)	Energy	—	—	—	—	75	R	—	needs barrel



Laser rifle (barrel)	Energy	Energy	W3K	6	100	50	*	20	needs body
Laser rifle (body)	Energy	—	—	—	—	250	O	—	needs barrel
Needle gun	Projectile	Impact	S3W	10	60	750	B	20	AP
Neurowhip	Hand	Energy	S5M	—	—	300	G	19–20	
Plasma generator	Field	Energy	V1V	10	—	2,000	V	19–20	area 20m (60-degree cone)
Rock or debris	Thrown	Impact	O5W	1	20	—	any	20	
Rock or debris, big	Thrown	Impact	O4W	1	10	—	any	20	
Slugthrower	Projectile	By slug	By slug	—	—	450	Y	20	
Slugthrower, semi-automatic	Projectile	By slug	By slug	—	—	750	G	20	spray
Sonic pistol	Energy	Energy	S3W	10	60	150	O	20	see note 1
Sonic rifle	Energy	Energy	S3W	10	100	300	O	20	see note 1 again
Stun gun	Field	—	Stun	6	40	250	O	20	see note 2
Sword	Hand	Impact	W5K	—	—	20	any	20	
Tangler	Field	—	—	3	50	250	G	19–20	see note 3
Truncheon	Hand	Impact	S5K	—	—	10	R	20	
Unarmed combat	Unarmed	Impact	O5K	—	—	—	any	20	

Note 1: A 'Wounded' result means target is deafened for one scene (not physically wounded) and stunned (see note 5) for one round.

Note 2: This weapon stuns the target. A stunned target can't perceive or do anything in the next round.

Note 3: 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.

If a weapon isn't described here, then either consult the *Troubleshooter* rulebook or make it up. You've seen a flamethrower or a machine gun before, surely.

## Cone Rifles

The standard weapon for Troopers is the multipurpose cone rifle, which delivers a variety of ordnance (as requested by voice command) to the target citizen (as requested by itchy trigger finger). A cone rifle can hold up to six cone shells in a special hopper. To request a particular shell, the trooper need only shout the name of the shell (of course, background noise and other ambient sounds may

cause the voice activated ammunition selector to load the wrong shell).

**Fuses:** Each shell is tipped with a fuse that determines what causes it to explode. Cone rifle shells usually have contact fuses, meaning they explode on impact, but other types of fuses are also available. Any type of cone rifle shell can have any type of fuse. The fuse types:

👁 **Heat fuses** activate a shell when it gets hot. How hot is hot? That varies by shell – 300 degrees Celsius, 100 degrees, body heat, or only in the midst of a thermonuclear explosion. A character requisitioning a shell with a heat trigger specifies the

heat level he wants, then prays PLC doesn't screw up.

👁 **Gauss fuses** activate when subjected to violent electromagnetic flux. This flux can be caused by gauss or energy weapons, powerful radio signals, lightning and so on.

👁 **Remote fuses** activate upon reception of a coded radio signal, usually from a Com unit modified to transmit the appropriate code. The user fires the shell, lets it fall and waits. When he wants to activate the shell, he transmits the code. If the remote fuse is in an area blanketed by ECM jamming, it will not activate.

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- ☞ **Purity fuses** are supposed to detect mutant DNA, but actually just go off randomly.
- ☞ **Timed fuses** activate a certain amount of time after being fired. How much time? As with heat fuses, this varies, from nanoseconds to geological epochs. Again, a character can try to specify when he requisitions a timer. Timers set by hand prior to being fired are also available, but are rarer than preset timers.

Fuses cost 100 credits each.

**Shells:** Cone Rifles can fire all sorts of different cones. Some are even useful.

- ☞ **Solid cones** are titanium-jacket steel slugs that do impact damage.
- ☞ **Rubber cones** do less damage. If the attack misses, the rubber cones bounce like killer flubber.
- ☞ **Dumdums** are solid cones designed to fly apart upon impact. Dumdum shells have lower range than solid cones, but do more damage.
- ☞ **HE (High Explosive) cones** explode on contact.
- ☞ **AP (Armour Piercing) cones** are designed to penetrate armour.
- ☞ **AV (Anti-Vehicle) shells** are designed to smash the engine blocks or reactors of civilian vehicles.
- ☞ **AT (Anti-Tank) cones** are similar to AP shells but are somewhat more effective (and costly).
- ☞ **Napalm shells** explode on contact, spreading jellied petroleum or white phosphorus over the skin of the target (or, in the case of cone rifle shells, over the surrounding area). Napalm continues to burn for some rounds after contact (roll 1d20 to determine how many), doing damage to the target each round. Because both jellied petroleum and white phosphorus contain their own supply of oxygen, napalm cannot be extinguished with water or by suffocation, but can only be removed by scraping the stuff off the skin.
- ☞ **Gloop shells** cover the area in sticky goo. Anyone in the area is Snafued, as is anyone who moves into the area. An Agility/Violence check is needed to escape the goo; until you're out of the goo, you stay Snafued and can't do anything apart from struggle to escape. At the GM's whim, characters may be able to fire

guns when covered in goo, but load them up with penalties.

- ☞ **Flare shells** illuminate rather than cause injury. Flare shells fired by slugthrowers are tracer bullets – they produce streaks of light that briefly light the area. Flare shells fired by cone rifles light the area and continue to burn for several rounds after launch (roll 1d20 and divide by 2 to determine how many).
- ☞ **ECM (electronic countermeasures) shells** contain electronic jamming equipment. ECM damages bot targets and jams cellphones, radio, radar and other devices that rely on the broadcast or reception of electromagnetic signals. Organic targets are unaffected. Most of The Computer's hardware is heavily shielded and immune to standard ECM.
- ☞ **Net shells** fire a nylon net over the target area. Characters in the area are caught in the net, and can't move out of it unless they make an Agility/Violence check or otherwise destroy the net.
- ☞ **Tacnuke shells** are available only for cone rifles. These small nuclear devices can vaporise large parts of a sector.

### Cone Rifle Cones

Cone	Dmg Type	Min-Boost-Max	Shot	Cost	Clearance	Notes
solid slug	Impact	W3K	1	100	B	
solid AP	Impact	W3K	1	150	B	AP
dum-dum	Impact	M3K	1	120	B	
HE	Impact	W2K	1	200	I	area 40m
HEAT	Impact	W2K	1	400	I	AP, area 40m
napalm	Energy	S2K	1	300	B	area 8m, spray
flare	—	—	1	100	B	bright light
ECM	Energy	J2J	1	400	I	only vs. bots
tacnuke	Energy	V1V	1	150,000	V	area 160m; see note 2
gas	Bio	varies	1	250	B	area 30m; see note 1

Note 1: See individual gases for effect.

Note 2: Roll damage from a tactical nuclear weapon only in extraordinary circumstances. Otherwise, just assume everyone's toast and skip onto Collateral Damage.



**Gas shells** spread a cloud of gas over the radius indicated on the Weapons Chart. The effect depends on the specific gas used:

- ☞ **Poison gas** does S3K Bio damage to any living being within the gas radius. You can roll damage separately for each target, or just roll 1d20 once and deal the same damage (reduced by airtight armour) to all targets.
- ☞ **Smoke** reduces visibility and scatters laser fire. A character firing at a target through smoke can't spend Perversity points to improve his success roll. In addition, treat the smoke as E1 armour against laser fire through it.
- ☞ **Corrosion gas** damages all metallic targets (i.e., bots) within the area of the gas. Treat as poison gas, but it affects only inorganic and not organic beings. It also reduces the damage protection abilities of metal armour (e.g., plate); reduce the armour rating by 1 for each round the armour is exposed to the gas.
- ☞ **Vomit gas** causes organic beings to vomit. Each round, each target must make a Violence skill roll. If he fails, he begins to vomit and may take no other action for several combat rounds. To determine the number of rounds, roll 1d20 and divide the number rolled by 4, rounding up.
- ☞ **Gauss gas** affects energy weapons. If a gauss or energy weapon is fired into the area of the cloud and hits its target, boost its damage by one step.
- ☞ **Dirt gas** rapidly adheres to any solid substance, coating it with a black slime. Apart from being disgusting, this removes reflect armour's damage protection. Reflect regains its protective value if the wearer gets a chance to clean his armour. This takes two rounds and a plentiful supply of water or other solvent.
- ☞ **Hallucinogenic gas** contains a potent hallucinogenic drug. Each Combat Round that a human

remains in the gas cloud, he must make a Macho roll; if he fails, the hallucinogen begins to take effect. All success numbers are halved for the next day because the human cannot be sure whether anything is real or imaginary.

- ☞ **Sleep gas** knocks out anyone who breathes it. Characters may make Macho rolls to resist.

**Note:** Non-organic beings (that is, bots) are not affected by poison, vomit or hallucinogenic gas. Characters wearing gas masks are similarly immune to these gases, as are characters in environment and combat suits.

**Malfunction:** On a 19, the shell's stuck in the cone rifle and can be removed with a successful Weapons Maintenance check. If the check fails, the rifle's ruined.

On a 20, the shell's stuck, but it goes off if the Weapons check is failed, or in a few rounds, whichever's sooner.

**Remedy:** The Weapons Maintenance skill, or banging the cone rifle on something solid. Both have an equal chance of working.

## Lasers

Troubleshooters, Troopers and pretty much everyone else in Alpha Complex are issued laser pistols as standard equipment. The main body of a laser pistol can be mounted with a barrel of any colour. Each laser barrel can shoot a beam of only one colour of the Security Clearance spectrum. Reflect armour is designed to reflect all laser fire of its wearer's colour and below (see 'Armour'). Possessing a barrel that shoots a beam of higher Clearance than your own is treason. It is possible to paint a laser barrel to look like a different Clearance.

Each barrel may be fired with reasonable safety up to six times. If fired more than six times, each successive shot cumulatively increases the chance of malfunction (see 'Weapon malfunction'). Traditionally the barrel is manufactured with six rings or other markings in the barrel's colour. Each time the weapon is fired, one ring changes colour. A glance

at the weapon reveals how many shots remain and the barrel's colour. After the sixth shot, the barrel may show stress effects as described under 'Weapon malfunctions'.

You can unlatch a laser weapon's barrel and remove it from the main body of the gun, then replace it with another barrel. Replacing a barrel takes one Combat Round, during which the user can take no other aggressive action. You can fire each barrel up to six times with reasonable safety. If you fire more than six times, there is an increasing chance of malfunction each time. (If using the malfunction rules, the malfunction number decreases by 1 each time, so on the seventh shot, the weapon malfunctions on a skill roll of 19 or 20; on the eighth, on a roll of 18, 19 or 20; and so on.)

**Malfunction:** If a laser pistol or rifle malfunctions, it emits a high-pitched beeping sound. It explodes within a few Combat Rounds. To determine how many rounds, roll the die and divide the number rolled by 4, rounding up. The explosion is an area-effect Impact attack (S2K) on each character within 3 metres of the weapon.

**Remedy:** A successful Energy Weapons roll prevents the explosion, but the barrel is unusable thereafter. Replacing a barrel takes one Combat Round.

## Other Weapons

The humble laser pistol is the most common weapon in Alpha Complex, but why stop there? High-clearance citizens have an absurd range of ways to kill each other.

**Blaster:** *Pew pew pew pew!* It's a ray gun!

**Malfunction:** Roll the die. On an even roll, the weapon stops working. On an odd roll, it heats up suddenly, then vaporises. In the latter case, the holder suffers damage as if attacked.

**Remedy:** A successful Specialty roll prevents vaporisation, but the weapon is useless.

**Force Sword:** This weapon is a monofilament fibre encased in a force

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field sheath. It can cut through just about anything short of neutronium.

**Malfunction:** The force field ceases to exist, and the monofilament becomes a loose wire which may whip around and injure its user. In this case, the user makes a skill roll; if he succeeds, he avoids injury. If he fails, he rolls for damage as a target.

**Remedy:** Nothing can prevent the malfunction. A successful weapon roll returns the weapon to normal function.

**Gauss Gun:** Gauss guns project a violent electromagnetic flux that wreaks havoc on bots and electronic equipment. Organic beings do not suffer damage from gauss guns. Most of The Computer's hardware is heavily shielded and doesn't usually suffer damage from standard gauss attacks. Gauss weapons fry vehicles really well.

**Malfunction:** If the weapon malfunctions, it stops working – no other ill effects.

**Remedy:** A successful Electronic Engineering Specialty roll fixes the weapon. What, you don't have that Specialty? Ooh, bad luck.

**Grenade:** If someone throws a grenade but misses his success roll, the grenade hits somewhere other than the target. What better time for an Arbitrary Justice roll?

**Malfunction:** The grenade is a dud and fails to explode.

**Remedy:** No remedy is possible.

**Ice Gun:** The ice gun operates by freezing water and rapid-firing needles of ice. You reload it by pouring water into a nozzle at the top of the weapon. The useful thing about ice guns is the lack of forensic evidence left by the weapon – one puddle of water is much like another. It's therefore a common weapon for assassinations and pre-meditated employee reviews.

**Malfunction:** The freezing chamber jams and over-freezes. Roll the die; if the number rolled is even, the weapon is inoperative. If odd, the gun shatters, spraying the wielder with shards of ice. Treat this as an attack on the wielder.

**Remedy:** A successful Specialty roll prevents the ice gun from shattering, but the weapon cannot be repaired.

**Neurowhip:** A nasty whip-shaped weapon that delivers a stinging jolt to the nervous system.

**Malfunction:** Lashes back and hits its wielder; roll damage for him as for a target.

**Remedy:** None (the weapon didn't break; the user just screwed up).

**Plasma Generator:** A plasma generator consists of a tank backpack holding plasma (superheated gas) in a magnetic bottle, a magnetically-sealed hose from the backpack to a hand projector, and a shield that protects the wielder from the hand projector. When fired, a ball of plasma erupts from the hand projector and travels forward, expanding as it moves. Each Combat Round, the ball moves 5 metres forward, though its movement may be affected by wind. It expands outward in a 60-degree cone in front of the wielder, doing damage to anything in that cone as it moves. It continues moving for 4 rounds, then dissipates.

Note: If a player fires the ball into the wind, the wind may blow it back into his face.

Plasma generators are much more powerful than flamethrowers – indeed, they're one of the deadliest weapons in *PARANOIA*. Unfortunately, like flamethrowers, the wielder is strapped in, and the weapon malfunctions frequently.

**Malfunction:** A warning alarm buzzes. After several Combat Rounds (how many? Roll the die and halve the number rolled), the weapon explodes. Treat this as an attack on all targets within 10 metres.

**Remedy:** This is a tough one. The weapon is very expensive, and The Computer will be displeased if it is damaged. On the other hand, a character may understandably prefer to run. A successful Specialty roll turns off the buzzer. A second successful roll prevents the weapon from exploding. A third successful roll would repair the weapon and return it to normal function – good luck.

By the way: If anything damages the magnetic containment bottle, the plasma generator is not long for this world.

**Stunguns:** Stunguns do no damage. Instead, any living target is stunned for three Combat Rounds. During this time, the target is weak and disoriented, and may not take aggressive action

but may stagger away, try to punch a phone number, gasp a warning and so on. A stunned target's perceptions may be distorted.

**Malfunction:** All beings within 5 metres are snafued (roll as above to determine the number of rounds).

**Remedy:** A successful Specialty roll repairs the weapon. If a character attempts to repair the weapon and fails, he is knocked unconscious and the weapon is permanently Busted.

**Tangler:** A tangler throws a four metre adhesive rope that wraps itself around the target and gradually contracts. It does no damage, but when a target is hit, choose a body location to which the tangler rope adheres. If you choose the head, the rope has wrapped around the target's neck, and the target will die of strangulation in several rounds (roll the die to determine how many) unless the rope is removed. The victim needs the aid of another to remove it, but this takes only one round. If any other body location is hit, that area is immobilised and the target loses its use. Again, he may remove the rope in one round with the aid of another.

**Malfunction:** The tangler stops working.

**Remedy:** A successful Specialty roll fixes it. An unsuccessful roll means all the adhesive ropes burst out and stick to the character attempting the repair.

**Truncheon:** A heavy club or cudgel about as long as your arm. The favoured crowd control weapon of Internal Security GREEN goons.

**Malfunction:** It breaks.

**Remedy:** Fine the citizen whose skull so inconsiderately broke your truncheon.

### Weapon Upgrades

These give absolutely no benefit, but gearhead players like to boast about their tricked-out firearms.

**Laser Scope:** A big fat sniper scope that clamps on top of a rifle-sized weapon. It projects a pinpoint laser beam to aid targeting. Of course, having a little red dot appear on his forehead is a clear signal to any Commie Mutant Traitor to dive for cover.

**Second Stage Cone:** Do your cones not go far enough? Having trouble hitting





targets at long range? You need a second stage cone launcher! This upgrade attaches a little booster rocket to every cone you fire. The second stage burns all its fuel, then drops away, leaving your cone fly square and true towards its target – assuming you’ve compensated for the effects of the furious and unpredictable thrust of the second stage.

**Recoil Suppressant:** To maximise your comfort and accuracy when firing your cone rifle, try Recoil Suppressant. This upgrade wraps your cone rifle in soft, spongy padding (available in any colour you want, as long as it’s blue). It may look like a bean bag, and feel like a bean bag, and be as bulky and hard to aim as a bean bag, but it’s still a cone rifle and somewhat more lethal than a bean bag.

**Environmental Hardening:** Protect your cone rifle from the effects of bad weather, leaking pipes or sudden immersion in food vats. Environmental hardening seals the cone rifle’s vulnerable vents and ports with a new non-toxic resin, shielding the delicate internal mechanisms from external conditions. Guaranteed to seal every single orifice!

**SmartGun:** Upgrade your gun’s bot brain to a more advanced model. We use only reconditioned high-grade brains, so your gun might be an ex-warbot or ex-butlerbot! Either way, it’s the partner you can trust in the field. The SmartGun offers advice on both tactics and personal matters, so whether you’re shooting a Commie or trying to find the perfect present on Mandatory Gift & Economic Stimulus Day, it’s the buddy who’s got your back!

**Wired Gun:** The wired gun plugs into the user’s helmet, feeding targeting data onto the Trooper’s HUD. It’s just like aiming, only with more computer graphics. It only bluescreens once every few minutes.

**FlexiBarrel/Laser Wire:** FlexiBarrel is for cone rifles; Laser Wire is for laser pistols or rifles. Both work the same way – the upgrade is fitted onto the end of the barrel, allowing the weapon to fire around corners. The upgrade can be reshaped like a bendy straw, in case you want to fire behind you, through a narrow pipe or whatever. Excessive use

## Weapon Upgrades

Upgrade	Clearance	Cost
Laser Scope	RED	100 Cr.
Second-Stage Cone	BLUE	5,000 Cr.
Recoil Suppressant	ORANGE	250 Cr.
Environmental Hardening	ORANGE	500 Cr.
Smart Gun	GREEN	10,000 Cr.
Wired Gun	YELLOW	1,000 Cr.
FlexiBarrel/Laser Wire	ORANGE	500 Cr.
Secure Weapon	GREEN	10,000 Cr.
Foldout Weapon	YELLOW	5,000 Cr.

of a FlexiBarrel or Laser Wire can result in unexpected drooping.

**Secure Weapon:** A secure weapon has a built-in ME card reader/tongueprint reader/biometric DNA scanner. The user must authorise himself before operating the weapon; if the user doesn’t provide the right credentials, the weapon secures itself, usually by exploding or firing blindly.

**Foldout Weapon:** A foldout weapon uses advanced memory metals, magnetic clasps and synthetic myomer muscles to automatically collapse down into a handy travel form that’s only one-fifth the size of the weapon in ready mode. A foldout weapon can be expanded or contracted with just the flick of a switch! Please ensure that all fingers, limbs, clothing and other objects are fully clear of the weapon before switching mode.

## Armour

Armour protects the wearer against one or more type(s) of damage. Armour has a number rating – the higher the number, the better the armour’s protection against the specified damage type. The type is indicated by a letter code before the armour’s rating (for example, B3 means the armour has rating 3 versus Bio attacks).

Some armour protects against more than one damage type. Such multiple-type armour has ratings separated by slashes (for example, E4/I3).

If the armour has no letter code, it protects against all damage.

**Damage:** Armour may reduce damage up to a number of steps equal to the armour rating. For instance, if an attack deals 3 steps of damage, armour rating 2 reduces the damage to 1 step. So an attack that would reduce an unarmoured

character to Down instead reduces a character with armour rating 2 merely to Wounded. If the armour doesn’t protect against that type of attack, don’t adjust the damage.

Against explosions or very powerful area attacks like plasma generators or tacnukes, it is often silly to apply armour. If a plasma generator ends up producing a light sunburn, your players will privately snicker at you, and this cannot be tolerated. Use judgement.

**Coverage:** Most armour covers the torso, legs and some of the arms, and may include a largely decorative helmet.

*Full-figure* armour not only encases the body completely, it’s airtight. Armour is only full-figure if noted in the description. Regular armour isn’t airtight.

**Hardened and ablative armour:** Armour can be *hardened*. Against hardened armour, treat armour-piercing attacks as normal attacks.

**Ablative** armour wears away gradually or abruptly by taking damage. At the end of each round in which the armour reduces damage to the wearer, reduce the armour’s rating by 1 unless otherwise noted. When the armour’s rating reaches 0, it becomes useless. (The armour’s description may list another way to reduce the rating).

For the descriptions of individual types of armour, we’re going to hand you over to the fabulous Rachel-G, presenter of the hit PLC show *What You’re Cleared To Wear*.

## X-317B Full Combat Armour

*Fashionable yet functional, this year’s IntSec trooper armour makes a statement about the wearer, and that statement is*

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'I'm a scary traitor-killing machine'. The armour's a mix of BLUE Reflec and Kevlar, giving excellent protection against energy and impact attacks. The helmet's packed full of wonderful gadgets, topped off with a pursuit light like a dessert of Cold Fun's topped off with a cherry-flavoured anti-nausea pill. Any Trooper would be proud to sashay down the corridor dressed in this stylish suit. Remember – heel, toe, a bootstampingonahumanfaceforever, heel toe!

### X-404 Powered Armour

Next on the catwalk we've got the new X-404, as modelled by a squad's Security Officer. This armour's done in a darker, more steely shade of blue, 'cos it's made of ferrocenon armour plating that provides twice the protection of X-317 against all attacks. Just watch it STALK DOWN THE CATWALK AND I'M SORRY I'VE GOT TO SHOUT AT THIS POINT BECAUSE OF THE NOISE FROM THE ARMOUR'S POWERED SERVOS AND NOW HE TURNS to show off the armour's battery backpack. The battery pack can be charged from any convenient power outlet or a SecuriCar's cigarette lighter.

The X-404 is full-figure suit of armour, by which we mean it gives complete

protection, not that it's flattering to Troopers who've indulged in a few too many doughnuts, HAH HAH HAH. In fact, if you're not properly fitted for the X-404, it can get a bit cramped and messy on the inside. Oh, and make sure you go to the bathroom before you get dressed up for a nightcycle on the town, I'm just saying.

### Trooper Dress Uniform

And finally, we're honoured by the presence of Senior Trooper and this week's Hero of Our Complex, Jared-I, modelling the IntSec dress uniform. Why, I bet you could see your spy camera in those polished black boots. The medals and the laser pistol say 'I mean business' but the tassels say 'I'm here to have fun' too. That's a ceremonial truncheon at his side and the whole ensemble is set off by a jaunty cap and balaclava. It's a –

ZAP!

- Eeep! It looks like Jared-I-4 was just assassinated! Damn Commies! Oh no you did not just shoot Jared-I! It looks like that dress uniform doesn't have much in the way of protection against lasers.

But hey! Here's Jared-I-5 in Battle Armour!

### Battle Armour

I'm just not sure about this new line of battle armour. Yes, it's powered combat armour capable of withstanding direct hits from pretty much any weapon, yes it strikes fear into the Commie foe, and yes it's a technological triumph to make the heart of any loyal citizen swell with pride. But does it have style? For one thing, there's that unsightly power cord – couldn't they have put some velour around that? I like velour. Not enough stuff's covered in velour.

### ArmourAll

Our next citizen is modelling ArmourAll. Darling, if you've got the Clearance to wear that suit, you've got the money to buy something better. It just screams 'cheapskate'. It screams 'I don't like spending money'. It screams 'I don't like capitalism.' Let's just cut to the Cold Fun, folks – only a Commie would be caught dead wearing ArmourAll, and his clone would disown him. Oh, and it's really heavy too.

### Asbestos Clothing

Now, this is much more like it. Look at the stylish lines of that asbestos, the weave hand-stitched by skilled craftsmen, the 'I love The Computer' badge that literally holds the whole outfit together. Asbestos

### Armour chart

Armor Type	Type and protection	Cost (credits)	Clearance	Notes
X-317	E3/I3	—	B	Troopers only
X-404	5	—	B	Hardened; full-figure
ArmourAll	4	2,500	B	hardened; full-figure
Asbestos clothing	E3	100	any	ablative
Battle armour	6	100,000	I	hardened; full-figure
Environment suit	—	1,000	G	see note 1; full-figure
Farraday suit	—	5,000	G	see note 2; full-figure
Kevlar	I2	800	O	
Reflec, legal	E1	500	*	see note 3
illegal	E2	1,000	—	
incredibly illegal	E3	3,000	—	

Note 1: Armour protects against hazardous environments (gas, poison).

Note 2: Protects against radiation and strong magnetic fields.

Note 3: Reflec protects only against laser attacks (not other energy attacks, just lasers) of its colour or lower. The reflec's colour is its Clearance. Illegal IR-market reflec may – may – offer greater protection.



clothing is just fabulous for the lower Clearances who want to look great and not get incinerated by Commie lasers.

## Environment Suit

*I don't get this one at all. Yes, it's got that classic baggy overall look which is charmingly retro, but what's with the hood and the gas mask? Why hide your face? Put on a big smile in the face of hazardous conditions and grin your way to greatness!*

## Kevlar

*You really can't go wrong with Kevlar. Unless you're wearing this outfit. Just hideous. I'd sooner get shot by a Commie than wear that. Get something trimmer that you can wear under your reflec.*

## Reflec

*There's a reason Reflec's won the What You're Cleared To Wear armour awards for 15 yearcycles running, and that's not because PLC has massively overproduced it in the past and needs to sell off the stockpile. It's because...er... darling... hmmm...*

Thank you, Rachel-G.

Reflec is technically E1 armour, but for 'E' read 'L' (laser). Reflec armour protects against laser attacks only, not other energy attacks – not fire, not sonics, not anything else. Lasers. Just lasers.

Worse, reflec is issued in a colour of the wearer's Security Clearance. The reflec protects only against laser bolts coloured that Clearance and lower. Against higher Clearance laser colours the reflec is useless.

## Armour Upgrades

**Armour-in-a-Can:** Available for Reflec, ArmourAll, Kevlar and X317 Trooper Armour, Armour-in-a-Can is a small spray can of weird resins and nano-magic-pixie-dust. Just spray Armour-in-a-Can on damaged armour for a quick field repair!

Just make sure you don't get any on the skin, and certainly don't inhale any, not unless you want a bulletproof vest growing inside your lungs.

## Armour Upgrades

Upgrade	Clearance	Cost
Armour-in-a-Can	*	5% of armour cost
Biomonitor	GREEN	1,000 Cr.
Searchlight	RED	10,000 Cr.

\*: Armour-in-a-Can's Clearance equals that of the armour in the can.

**Biomonitor:** An armour biomonitor keeps track of the life signs and overall health of the wearer. In the event that the wearer is incapacitated, injured, drugged or suffering undue stress, the biomonitor sounds a very, very loud alarm.

The sensitivity of the biomonitor is usually set to 'extreme hypochondriac', causing it to scream bloody murder if the wearer stubs his toe or if background radiation levels are even slightly above normal.

**Searchlight:** It's a really big, heavy searchlight. A character in power armour can carry it (but the searchlight will drain the armour's batteries in a matter of minutes). A character not in power armour can still drag the searchlight, but will suffer permanent spinal injuries and end up looking like a very brightly lit hunchback. The searchlight also makes a fantastic target for snipers.

## Gadgets

These items are commonly required by IntSec Troopers. They can be obtained for quite reasonable\* rates from the PLC Outfitting counter in Central.

**ME Card Reader:** Just swipe a citizen's ME card through this handy reader to verify his identity or adjust his credit balance.

**Tongueprint Reader:** Although it's obsolete thanks to the handy ME card, every citizen in Alpha Complex is given a tongueprint tattoo at decantation. Just lick this terminal to verify your identity.

**Restraints:** Handcuffs, usually, but R&D has developed all sorts of other handy restraint methods, like jellycuffs (a rubbery ball of goo that dissolves after a set time period), neural clamps, really addictive puzzle books or sedative sprays that put limbs to sleep.

**PDC:** Most Trusted Citizens (RED+) in Alpha Complex have a handy Personal Data Companion – basically, a smartphone. Troopers don't need one, as all the functions of a PDC are built into their helmets. A PDC can access computer files, display legally purchased DRMed media files, make phone calls and run basic programs. It can self-destruct and be used as a grenade. Sometimes, the self-destruct sequence is even activated by the user.



\*: Your definition of 'reasonable' may differ from that of Production, Logistics & Commissary.

## 27. EQUIPMENT

**Multicorder:** A combination video camera/sensor package, multicorders are used by HPD&MC videographers, embedded reporters, Troupleshooter comms & recording officers and any eager citizen who wants to record events for posterity. With the right computer program and attachment, a multicorder can detect almost anything.

**SecuriCar Homing Device:** This little gadget clips onto your belt. Pressing it sends out a signal that attracts the nearest IntSec SecuriCar to your location,

no matter where you are in Alpha Complex.

The homing device does not, under any circumstances, attract other bots to your location. You are in no danger of being trampled underwheel by a horde of rampaging feral scrubbots or anything like that. Such rumours are treason.

**Lamp, Common:** A lamp clearly illuminates a 15 foot radius, provides shadowy illumination out to a 30 foot radius, and burns for 6 hours on a pint of oil. You can carry a lamp in one hand.

**Gigaphone:** The gigaphone portable public address system projects the user's voice over a wide area. It's loud enough to be used as a backup sonic weapon at close range. It includes several alarm noises and automated disclaimers. Use of the gigaphone in areas of BLUE or higher Clearance is an offence, as High Programmers like to sleep in.

**DNA-B-GONE:** An aerosol spray that attacks any DNA traces nearby. Great for cleaning crime scenes of that pesky evidence. Highly illegal.

### Gadgets

Gadget	Clearance	Cost
ME Card Reader	YELLOW	100 Cr.*
Tongueprint Reader	YELLOW	300 Cr.*
Restraints	INFRARED	5 Cr.
PDC	RED	250 Cr.
Multicorder	RED to VIOLET*	600 to 10,000 Cr.*
Securicar Homing Device	GREEN	50 Cr.
Lamp, Common	INFRARED	1 sp.
Gigaphone	YELLOW	150 Cr.
DNA-B-GONE	ILLEGAL	50 Cr.

\*: Multicorders come in a variety of models, which cost more as they rise in Clearance.

### Travel & Sustenance

Item	Description	Clearance	Cost
Fun, Hot	Semi-edible rope of goo	IR	3
Fun, Cold	Cold semi-edible rope of goo	IR	2
VitaYum	Meal concentrate bar	R	2
Bouncy Bubble Beverage	The Mandatory Drink of Alpha Complex	IR	1
Coffeelyke	Either mildly stimulating or nauseating	R	5
Cafeteria Meal, INFRARED	FunFoods and algae byproducts	IR	Free
Cafeteria Meal, RED	FunFoods, B3, Soylent Red	R	5
Cafeteria Meal, YELLOW	FunFoods, occasional scrap of real food	Y	20
Cafeteria Meal, BLUE	Real food every meal, usually.	B	100
Restaurant Meal, INDIGO	Gourmet meal with rich dessert, fine wine	I	500
Restaurant Meal, VIOLET	Banquet to make a Roman emperor reach for the alka-seltzer		
Transtube Ticket	Local	IR	1
	Intersector	R	5
AutoCar Hack	Per journey. Follow that AutoCar!	R	25
AutoCar, Budget	It's got four wheels and maybe even an engine	G	10,000
AutoCar, Average	For the clone family on the move	B	15,000
AutoCar, Really Nice	A sane bot brain and a cup holder	I	30,000
AutoCar, Absurd	I have too much money and wish others to know this too	V	300,000



## Drugs

Drugs are great! Everyone in Alpha Complex is on lots and lots of drugs. Why not adjust your brain chemistry today? What could possibly go wrong?\*

Official	Street Name	Effects	Side Effects	Clearance	Cost*
Asperquaint	Tireless Servant	I'm SOVERYAWAKE. +4 Macho	Facial twitches, insanity	Y	100
Benetridin	VideoLand	I'm INVULNERABLE (or so I think)	Immune to psionics; risk of organic damage	I	100
Frakarexaline	Scrambler	+4 Suggestion	Organic damage in rare cases	X	500
Gelgernine	Inner Happiness	Everything's great!	Memory loss, paranoia	R	20
Hydropsionic Acid	Mind Melt	Power rating becomes 20	Temporary Power loss	UV	5,000
Metatransumorpain	Goodthinker	Chemical version of the Evil Twin mutation	May acquire uncontrollable split personality	X	2,000
Omnuphren	Mystic Pill	Wild hallucinations	Wilder hallucinations, insanity	X	50
Pyroxidine	Wide Awake	Hyperfocus. All Management Specialities doubled.	Organic damage	R	50
Pyroxidine 2	Wider Awake	+4 to all Management skills	None (unless you stop taking it, in which case, organic damage)	R	100
Qualine	E-Z-DUZ-IT	Generic free-floating apathetic happiness. It's all good.	Obviousness to danger; suggestibility	R	50
Rolactin	Happy Life	Everything's great. I'm great. +4 Chutzpah & Moxie	Bluish tinge to skin	B	200
Sandallathon	Sleepy-sleepy	Zzzzz	Addiction & anxiety	R	10
Sangabutyl	Flush	Removes all drugs from the user's system, including hormone suppressants	Organic damage	X	200
Telescopamine	Self-Finking Pills	Subject tells the truth (see Chemical Interrogation,)	Insanity	G**	500
Thymoglandin	Combat Quick	Killdeathmaim! All Violence Specialties doubled	Insanity and organic damage	B	500
Visomorpain	Little Black Friend	Makes you happy, quiet	Bovine stupidity, occasional psychosis	IR	5
Xanitrick	Wakey-Wakey	Wakefulness, hyper	Shakes, sneezing	IR	5
Zybenzaphrene	Slumber-Soft	Tiredness, Chutzpah & Moxie halved	Depression	O**	250

\*: Most drugs are dispensed by The Computer or an authorised medical professional. The prices are there for IR market purchases.

\*\* : Restricted to INTSEC use only; possession by other citizens is a crime.

X: Illegal at any Clearance.

\*: Error: Footnote maximum size exceeded.

## 28. TEAMWORK ENHANCEMENT

### Drug Side Effect Table

Roll	Insanity	Organic Damage
1-4	<b>Stunned.</b> The citizen's out of it for a few rounds.	<b>The Shakes.</b> The citizen shakes uncontrollably.
2-5	<b>Anxiety.</b> The citizen suffers extreme fear and doubt.	<b>Weakness.</b> The citizen becomes extremely weak and floppy.
6-10	<b>Paranoia.</b> Everyone's out to get the citizen. The GM should helpfully describe all events with this interpretation in mind.	<b>Memory Loss.</b> The citizen...something.
11-15	<b>Whacko.</b> Foaming at the mouth, gibbering insanity.	<b>Organ Failure.</b> Some major organ fails. Eyes, for example. Or liver. Or spleen. Or lungs.
16-17	<b>Visions.</b> Creepy hallucinations, melting computer terminals, giant cockroaches.	<b>Power Loss.</b> The citizen's Power is temporarily halved. If he were a mutant, that is. Not that we're alleging he's a mutant.
18-19	<b>Pacifism.</b> Everything is sweetness and light, Commies are just misunderstood.	<b>Coma.</b> It's like sleepy-sleepy-time, only wakey-wake time never comes.
20	<b>Demons!</b> The citizen believes everyone else is a demon. Kill the demons!	<b>Death.</b> Let \$clone=\$clone+1.

### Bots

Bots – intelligent robots, guided by electronic brains – are everywhere in Alpha Complex, performing all the tasks that humans... actually, they perform pretty much the same tasks as humans. The Computer's propaganda talks about our bot friends taking the burden of manual labour off the common citizen, but the common citizen has trouble finding his own nostril with his own finger. If the INFRARED janitors and vat stirrers were all replaced by scrubbots and automated vat stirrers, there'd be another few million sacs of carbon-flavoured water wandering around the corridors.

As Science! teaches us, any artificially intelligent robot is at heart a remorseless killing machine bent on wiping out humanity, so all bots are programmed with the Five Laws of Robotics (Revised). Bots that break these laws are defective and must be eliminated.

Bots cannot commit treason – they're not citizens. A bot that breaks the rules must be repaired or destroyed and its owner brought to justice for failing to properly maintain the bot. Most bots, by the way, are as smart or smarter than humans\* and subconsciously object to being reduced to property.

There are thousands of different models and types of bots. The most common are **scrubbots** (mobile cleaners), **docbots** (a surgery on legs\*\*), **jackobots** (general purpose humanoids), **guardbots** (gun turrets with legs), **combots** (heavily armoured pillboxes with legs) and of course **warbots** (death with legs). Most vehicles and a large percentage of appliance and vending machines in Alpha Complex have bot brains, making them technically a form of bot, and of course R&D keeps making new experimental forms of bot. What a lot of bot.

## 28. Teamwork Enhancement

The IntSec rules include a number of measures to 'encourage' Troopers to work together. Mastering Teamwork Enhancements is a vital skill for both the GM and the players. For the GM, Teamwork Enhancements mean you can run a longer game, as it's harder for the players to pointlessly blast each other. For the players, manipulating Teamwork Enhancement lets them make the other Troopers dance like puppets.

Teamwork Enhancement comes in two flavours and you should refresh your memory of them by reading the descriptions of them in the player's section before continuing with this chapter:

- ☞ **Special Officer Duties** and their associated **Teamwork Enhancement Upgrades**

- ☞ **Performance Quotas**

### Special Officer Duty descriptions

Each Special Officer Duty description uses the following format:

- ☞ A brief description of the officer.
- ☞ Text explaining how to handle the officer and how to make the player's life more interesting.

\*: That said, by human standards, all bots are insanely monomaniacal. Bots are programmed using memory cards; a memory card contains skills and directives for the bot, and the bot is obsessed with carrying out those directives. A scrubbot *must* scrub. Scrubbing is the meaning of its existence. The world exists to be scrubbed. I scrub, therefore I am.

\*\*• Legs, tracks, wheels, hovercraft skirts, ion rockets, antigrav, skates and so on... bots come in all shapes and sizes. Track down a copy of the *Big Book of Bots* if you're that interested in bots (pervert).



- A description of that officer's Teamwork Enhancement.
- A sample conversation showing what a typical SOD officer might say in the performance of duty.

## Lead Trooper

*Chosen by the other members of the squad, the Lead Trooper is first among equals. He commands the team and co-ordinates their actions to bring justice and safety to Alpha Complex. He controls their awesome firepower, ensuring lethal and mega-lethal force is used only when necessary.*

## Democracy is the Worst Form of Government

The Lead Trooper is elected by the other characters at the start of the mission. Mention the Lead Trooper's duties – leading the team, handing out the other SODs, firepower control – but don't give the players any other guidance on selecting the LT. You'll generally end up with one of the three classic Lead Trooper archetypes:

- **The Pliable Moron:** A pawn of one of the other players, the Pliable Moron relies on the advice of his 'ally', who usually ends up as Security Officer, before being sacrificed on the altar of necessity (or Cthulhu, depending on the secret societies involved)
- **The Compromise Candidate:** Everyone hates him the least. Usually ineffectual and confused, trying to please everyone and unable to make hard decisions. Lasts about 10 minutes. A little lost lamb with a cone rifle.
- **The High-Functioning Sociopath:** Probably played a lot of *Junta* back in the day. Lies his way into the position by promising everyone else Security Officer duty, then ordering his enemies into the line of fire.

Don't let the players hum and haw too long about picking the Lead Trooper. If they're still politicking after 10 minutes, then Central calls and demands that they get on with it. Similarly, poke the Lead Trooper if he's not handing out the other SODs quickly enough.

## Uneasy Lies The Head That Wears The Shiny Helmet

The Lead Trooper is supposed to be the most loyal and upright member of the team. If the Lead Trooper's Called Into The Office for having 10 or more Treason Points during a mission, then he's off the case and someone else gets the Lead Trooper duty.

Who gets it? It's up to you. You could demand that the Troopers elect a new Lead Trooper, or just pick the one who's got the fewest Treason Points or who's logged the most reports of treason with Central. The new Lead Trooper gets to reassign the other SODs if he wishes.

## A Word In Your Helmet

Whenever there's a problem with the mission, Central calls the Lead Trooper and shouts at him. Sometimes, they demand that he drive back to Central and shout at him, or have The Computer speak sternly to him, or send another officer out to shout at him. Make the Lead Trooper sweat whenever things aren't going absolutely smoothly. Point out that if he gets the other Troopers to actually accomplish stuff, the ringing in his ears will stop.

You can use the LT to push the Troopers from one scene to the other. If they're hanging around for too long in one place, then shout at the Lead Trooper until he herds the team onwards.

## Firepower Control

The Lead Trooper is issued the Firepower Control Unit, a handy little belt-mounted gadget. The FCU has a set of on-off switches, one per Trooper in the team (including, by the way, the Lead Trooper). If the switch is in the *off* position, that Trooper's Cone Rifle or other main weapon won't fire. If it's in the *on* position, it works normally.

Note that there is no visual indication on the weapon as to its current status. Troopers don't know if their guns are live or not.

**Disabling Firepower Control:** A Trooper can, with a successful Weapons & Armour

Maintenance or Electronic Engineering roll, disable the Firepower Control on his firearm, letting him fire it without authorisation. A much, much more difficult roll lets him undo his sabotage before it's discovered.

## Screwing With The Firepower Control Unit:

It's easy enough to use Telekinesis to move switches. Non-mutant Troopers can try a Fine Manipulation/Violence check to 'accidentally' stumble against the LT's crotch and hit the *on* switch.

**Firepower Control Variants:** The most common variant unit issued has a built-in vibration function that activates whenever anyone pulls the trigger of a weapon, whether or not it is *on*. Very handy for spotting trigger-happy clones who aren't following orders.

## The Lead Trooper: A Typical Conversation

**Lead Trooper:** Alright, team, here's the plan. Moloney, Shinks, you guys will charge forward and lay down a barrage of cone fire to distract the Commies. Bob, Zebrowski and I will hop into the SecuriCar and drive through the door at the back while they're distracted.

**Moloney-B:** Boss, you'll remember to switch on our cone rifles, right?

**Lead Trooper:** Sure! Ok, synchronise helmets and let's get moving. Be careful out there.

## Community Liaison Officer

*The citizen's best friend, the Community Liaison Officer is the happy smiling face of Internal Security. His duties include being nice and helpful to everyone he meets, and ensuring that all citizens work together to put an end to the Commie menace. Hug your CLO today!*

## Hell is Other People

The Community Liaison Officer is the team's designated face man. Whenever the Troopers have to talk to an NPC – and that's 'talk' as in conversation, not talk as a euphemism for rubber truncheons and darkened rooms – the CLO gets lumbered with the job.

Consider the average *PARANOIA* Non-

## 28. TEAMWORK ENHANCEMENT

Player Character – unhelpful, irritating, bordering on crazy if not actively nuts, a barrier in human form. Now imagine having to be nice and polite to them all the time. The GM should keep an eye out for NPC mannerisms or accents that really annoy the CLO's player, and bring them back again and again and again. If the CLO really hates filling out paperwork, then deluge him in forms. If he can't stand surreal backtalk, then drop him into a Fellini film.

The Community Liaison Officer also gets to hear all the complaints. The Troopers can bully and intimidate anyone of lower Clearance with relative impunity, but INDIGO-or-higher supervisors or really important lower Clearance citizens will complain endlessly if the Troopers interfere with the smooth running of Alpha Complex.

### Care in the Community

Encourage the Troopers to request help from other departments. If they're trying to find a witness, then get them to call HPD&MC and arrange for all the INFRAREDs in the neighbourhood to be gathered in one big hall for ease of interrogation. If they need a map of the transtube, have them ask Power Services. Actually making all these requests is a job for the CLO.

Now, make sure the actions of the other Troopers are reflected in the CLO's interactions. After all, if one Trooper blew up a CPU office, then CPU aren't going to be very co-operative. Make the CLO feel like the other Troopers are anchors dragging him down. Make him feel that he's being stymied at every turn by the ham-fisted incompetence of the other Troopers.

If he's not feeling this, helpfully point it out to him.

### The Compliance Index: Helping You Help Me

Compliance is one of the easier Indices to manage, as it rewards taking an even-handed approach. A little violence and brutality boosts it, as does a little niceness and helpfulness. However, if you terrorise the citizens too much, or give them too much leeway, Compliance drops away precipitously. So, all the

Community Liaison Officer needs to do is take a nice, even-handed approach and keep the team away from extremes.

Yeah, that'll work.

### Directives Chips

On the face of it, the Directives Chip appears pretty benign. The Community Liaison Officer sends a signal, and any Troopers with a Directives Chip gets a secret briefing downloaded into their brains. This briefing might contain vital mission-related information ('the password to the computer is...'), helpful advice ('there's an undercover IntSec agent in the PURGE cell. Don't terminate Tommy-O...') or even cast the whole mission in a different light ('you were told your mission was to escort the High Programmer's autocar. The truth is that the autocar contains a tactical nuclear device. Now that the Commies have hijacked the car, we can inform you of the second phase of the plan').

The briefing should be delivered by the GM in a brief private conference. The player who receives the briefing may, of course, lie about its contents.

There are two underhanded ways to use Directives Chips. The first is as a weapon – say the CLO knows that the Security Officer has a Directives Chip in his head. The CLO need only wait until danger strikes – say, the team are climbing down a steep cliff Outdoors – and then activate the chip. The Security Officer is suddenly zapped by a briefing. While his brain is filled with the droning voice of the briefing officer informing him of new hygiene policies, his body attains terminal velocity before coming to a sudden wet stop.

The second involves a little psychology. The Community Liaison Officer pretends that someone in the team has been issued with a Directives Chip. He then pretends to activate the chip, and acts as though he's the one with a briefing being downloaded into his brain. He then loyally passes on the 'secret information' obtained in the briefing, such as 'The Commissioner says you've got to give me, er, all your credits right now' or 'shoot Bob-B! he's a traitor! The briefing said so!' Note that this plan won't work if another officer knows what chip the CLO really has.

### Community Liaison Officer: A Typical Conversation

**Citizen:** DNS Sector Package Routing Office, how can I help you?

**Community Liaison Officer:** Hi, I'm an IntSec CLO and –

**Citizen:** You'll never take me alive, narc! zapzapzap

### Security Officer: Reassuringly Brutal

*The Security Officer is the iron-mailed fist of the team. Stalwart and resolute, the Security Officer is ready to face the most dangerous foes of Alpha Complex. Remember, in an emergency, stand behind the Security Officer.*

### When You're On A Pedestal, You Make A Great Target

The Security Officer has it all. He's got better armour than anyone else. He's got an easy job – just boss everyone around and shoot bad guys. His assigned Sector Index is the easiest one to boost into the stratosphere. He's got Cortex Bombs to blow traitorous Troopers up with the flick of a switch. He's got it made. The Security Office is the single most desirable SOD.

Make sure the other players know this. Make sure they know that it is the Lead Trooper who decided who the Security Officer should be. Point out the architect of their suffering.

### It's Lonely In My Tin Can

The Security Officer gets X404 Power Armour! Leaving aside obvious problems like 'running out of power' and 'I don't actually have the Operate Power Armour Specialty, is that bad?', there are lots of other ways to turn the power armour into a liability, such as:

- ☞ It's impossible to sneak around when one team member goes *whirr-zeeep-CLUNK whirr-zeeep-CLUNK* with every step.
- ☞ The power armour is a giant obvious target for enemies
- ☞ The power armour is really, really slow.
- ☞ The power armour doesn't fit in the passenger section of most SecuriCars (it does fit on the roof-mounted cargo rack).





☞ Power armour tends to terrify citizens, making them less happy and co-operative.

Now, once you've established that the armour is bad for the team, it's up to the rest of the players to coax the Security Officer out of the suit. This is endlessly amusing, as the Security Officer will assume that any attempt to get him to give up his super-armour is just a pretext for killing him.

## The Security Index: Stamping On Faces Is Its Own Reward

The Security Index goes up when the Troopers hurt people and arrest people, and goes down for almost everything else. So, all the Troopers need to do is stick to their mission and the Index is fine, right?

Not quite. The problem is that getting anything done in Alpha Complex requires treason (or the much nicer sounding 'compromise'). If the Troopers actually want to complete their mission, then they'll need to get around the Security Officer.

## Cortex Bombs

Cortex Bombs are very simple. The Security Officer presses a switch. Someone's head explodes.

The GM should only issue Cortex Bombs very, very rarely, but always mark them as 'classified' on the Mission Alert sheet. This lets the Security Officer bluff that he's got access to Cortex Bombs without actually letting him go all *Scanners* on the team.

## The Security Officer – A Typical Conversation

**Lead Trooper:** Ask him about the stolen files.

**Security Officer:** You can't do that.

**Lead Trooper:** Why not? He's our only lead.

**Security Officer:** The files are Clearance GREEN; this suspect is Clearance YELLOW. He's not permitted to know about the files.

**Lead Trooper:** So what do you suggest we do?

**Security Officer:** How about we ask him if he saw anything unusual?

**Lead Trooper:** So then if he brings up the files voluntarily, we can –

**Security Officer:** Arrest him as a traitor for knowing about higher Clearance files.

## Surveillance & Forensics Officer: Watching Over You

*Equipped with his array of electronic sensors and his faithful Forensic Scrubbot, the S&FO is the Great Detective of Alpha Complex. Evil-doers beware! The Trooper is on your trail!*

## Lies, Damn Lies & Forensics

The S&FO Officer's job is to accumulate evidence against the Troopers' suspects. He's got tools like the Forensic Scrubbot and access to IntSec's archives to fulfil this role. Make sure to give him plenty of evidence – the more contradictory the better. Half of the S&FO's job should be lying or destroying inconvenient evidence that doesn't fit with the approved narrative of what's going on.

Of course, he can also spend his time assembling evidence against the rest of the Troopers. That's usually a much more productive course of action. The S&FO can profitably fabricate 'clues' pinning all sorts of crimes on other members of the team. Here's a murder weapon I made earlier!

## Into The Archives With Gun And Camera

Access to the IntSec archives is another perk of this job. The Archives are pretty useless for any time-sensitive task. Players who've watched too many *Bourne* movies may get all enthused about tracking targets in real-time using the network of security cameras or tracing a suspect via financial transactions and transbot traffic patterns or something, but that all sounds much like a big headache for the GM. Assume that any attempt to do constructive stuff with the Archives fails due to bureaucracy, systems failures or sabotage.

The Archives, though, are a great source of plot hooks and clues. Let's say the S&FO is looking for documents about a cell of Runners that the team is investigating. He pokes around and doesn't find any information relevant to the Runner group – but what's this? An old report from 10 yearcycles ago, misfiled for some mysterious reason, that mentions

that a member of the Trooper team was suspected of being a Communist... that's interesting.

## The Loyalty Index: Mind Games

The Loyalty Index purports to measure genuine willingness to support IntSec, as opposed to the fearful servitude of the Compliance Index. It goes up when the Troopers work to build support, and goes down when the people fear IntSec. It also goes down when the Troopers arrest Traitors – after all, the more traitors they find, the more disloyal the population must be. The Loyalty Index is likely to swerve up and down wildly over the course of a mission, and to drop as the characters get closer to the end of their assignment... like a guillotine slowly falling towards the S&FO's neck...

## Surveillance Chips

Surveillance Chips let the S&F Officer look through the eyes of another Trooper!

That's about it. In game terms, toss a note to the Officer whenever he uses the chip. Most of these notes will be along the lines of 'you spy on Bert-B as he goes to the bathroom. He performs no treasonous activities while there, and you learn he had a lot of Coffeelyke this morning. Lose 2d6 SAN.' If the chip's getting too annoying, have it feedback and fry the Trooper's helmet.

## Surveillance & Forensics Officer – A Typical Conversation

**Lead Trooper:** What did you find?

**Surveillance & Forensics Officer:** Microfibre traces, once you run them through a centrifuge and scan them under a tunnelling quantum macroscope, coupled with...

**Lead Trooper:** Spare me your scienceish jibber-jabber. Who did it?

**Surveillance & Forensics Officer:** The Security Officer, sir. Even though he was with us the whole time, even though he physically couldn't have done it, and even though it makes no sense, the evidence says he did.

**Lead Trooper:** Lock and load. Let's get him.

## Interrogation & Thought Control Officer

*The Interrogation & Thought Control Officer is responsible for inviting and*

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*encouraging citizens to reveal information to Internal Security. Who knows what treason lurks in the hearts of men? The I&TC Officer knows! He is also responsible for guarding the team against badthought and subversion.*

### Confessions'R'Us

Subjects will say pretty much anything to get out of an Interrogation Booth, so what happens if a confession implicates, say, one of the Troopers. Mix in wild speculation with genuine information to throw the players off the scent and sow confusion. If the players rely on interrogation and torture all the time, then give them the answers they deserve, not the answers they want.

The Interrogation & Thought Control Officer can send other Troopers to the Interrogation Booth too, which gets very interesting when Troopers have high Propaganda scores. To send another Trooper to the Interrogation booth, have the I&TC Officer roll Accusation/Management vs the other Trooper's Access. Remember that NPCs can force Propaganda skills on characters too – you can have endless fun with a Commie with a gigaphone and an over-eager I&TCO.

### Through A Mirrored Helmet, Darkly

Of course, the I&TC Officer can block Propaganda and other badthought by getting the rest of the team to put on their helmet's Perception Filters. While the Perception Filters are in place, no-one can see or hear much of anything. Hilarity generally ensues.

### The Happiness Index: Better Living Through Chemistry

Happiness is the most troublesome of the indices. All the others can be boosted through normal Trooper activities, but Happiness just falls and falls. It's the one

that's most likely to plummet over the course of a mission. It can be boosted, but that requires that the Troopers actually go out and do stuff. All too often, the I&TCO will find himself all on his own, desperately trying to get clones to smile. It's a hard, lonely Index.

Of course, if people are already unhappy, there's no harm in sending the rest of the team to the Interrogation Booth...

### MemoMax Recordings

MemoMax Recordings require a little more prep from the GM than other Teamwork Enhancers. You'll need to prepare a note describing the stored personality to give to the Trooper with the MemoMax chip. When the chip's activated, the Trooper's body is temporarily possessed by the recorded personality. The recorded personality should have its own quirks and craziness. The I&TCO should be able to turn the MemoMax Recording chip off remotely. At least, he should according to the manual.

Give lots and lots of Perversity to the poor player who's being forced to play another character. The recorded personality might want to keep the body or have highly treasonous plans of its own. Oh, by the way, the possessed Trooper does know what's going on while his body's taken over – he just can't act or say anything.

### The Interrogation & Thought Control Officer: A Typical Conversation

**Interrogation & Thought Control Officer:** Reaction time is a factor in this, so please answer promptly. Tell me, in simple words, only the good things that come into your mind when you think about... The Computer.

**Suspect:** Hot fun. Teela-O. Drugs. Happiness. Death to capitalism. Cold fun.

**Interrogation & Thought Control Officer:** Well, that was easy.

### Designated Driver

And then there's the Designated Driver, the lemon of Special Officer Duties. The whole point of the Designated Driver SOD is to humiliate the Trooper who gets it. Encourage him to channel his shame and rage into productive channels, like overthrowing the Lead Trooper and getting a better SOD.

### Performance Quotas

The various Performance Quotas and Sector Indices are all aimed at affecting the whole team. You should give players the Mission Alert form at the start of the game and make sure they keep it in mind. Put it in a prominent place, like the middle of the table, the outside of your GM screen or stapled to the forehead of a Designated Driver. Everyone's supposed to work together to fill quota (unless you've ticked the 'Individual' instead of the 'Team' box, in which case the game will quickly descend into kill-stealing).

The **Arrest** and **Termination** quotas should impel the players to work together to complete that part of the mission. Raising the Arrest quota by a few points shortly before the end of the mission works a treat, as the Troopers scramble to dig up another few traitors.

The **Clone Budget**, though, is the real teamwork builder. The clone budget removes one of the classic *PARANOIA* tools from the traitor's arsenal, the 'accidental' death. With the clone budget, an aspiring traitor can't just push his team-mate down a convenient life shaft (well, he can, but it won't help – the death will be taken out of the clone budget, so all the traitor's accomplished is losing one of the whole group's backups). To avoid the Clone Budget trap, traitors must actually prove the other Troopers are traitors instead of relying on death traps and sabotage.

## 29. Transtubes and Vehicles

Or, why several tons of metal moving at high velocity in a confined space mixes very, very well with Troopers.

Let's say you want to get from A to B in Alpha Complex. Regrettably, between A and B is area C, which you're not cleared for. You could go through D but you really don't want to go near D at this time of

the daycycle, not unless you want to get mobbed by feral gangs of vending machines. So, the obvious choice is to take the transtubes.

Transtubes are a wonderful non sequitur to the question of 'how do I get from A to B'. Transtubes involve going to Q, then Z, then F, then somewhere designated by

a letter in no human tongue, but you go there really really fast. A transtube is a big hollow concrete tube with several dozen lanes marked on the inside (usually there are transtubes with traffic on the outer surface too). Each lane has a metal rail running down the middle, which serves as both guide and power source for the vehicles travelling along it. The lanes



are divided according to destination, direction, Security Clearance, speed and time of daycycle. Some express transtubes have magnetic accelerator rings\* that push vehicles to even more ludicrous speeds.

Citizens of lower Clearance (INFRARED, RED, ORANGE, YELLOW) are not permitted to own their own vehicles. They may take public transportation on the transtubes, or drive vehicles for their Service Groups, such as delivery trucks, autohacks, cargo carriers or advcars.

From GREEN onwards, citizens may own their own transport. Having your own shiny autocar is a major social statement in Alpha Complex (thanks to years of PLC conditioning). To ensure constant demand, most autocars last only a few years before falling apart, and some autocar manufacturers have been known to sabotage their rival's vehicles or program their own cars to hunt down and destroy other vehicles. GREENs, BLUEs and INDIGOs cherish their cars;

VIOLETs have loftier things to quibble over, and ULTRAVIOLETs wouldn't be caught dead in a transtube.

The transtubes are the arteries of Alpha Complex – congested, tangled and carrying lots of chemicals.

## Navigating the Transtubes

Like all of Alpha Complex, the transtube network is colour-coded by Security Clearance. On the mainline tubes, different lanes are colour-coded, and INFRAREDs press their greasy faces to the scratched plastic of the transbot window, hoping to catch a glimpse of a high Clearance vehicle cruising past them in the INDIGO lane. Other tubes that go only to high-security areas are restricted to vehicles of that Clearance.

This creates a problem for lower Clearance citizens. Let's say you're RED Clearance, and you buy a map of the transtube. Obviously, it can't show higher Clearance transtubes and destinations – if this map fell into the hands of Commie,

they'd know just where to bomb. The RED map only shows INFRARED and RED routes, which means its primary use as a navigation aid is providing vital roughage when you're lost and circling the transtubes for days on end. Just take the 4th exit' is meaningless when you're not permitted to know about 75% of the exits from the tube.

There are drivers who have wandered the 'tubes for years, sustaining themselves on drive-thru fast food and piracy. There are interchanges so complex that they drove the architects insane; others are rumoured to involve experimental dimensional shifts to allow multiple vehicles to occupy the same physical space. The transutube police are notoriously intolerant of lost drivers, or of those who stray into lanes they're not cleared for. An estimated 32% of manual drivers either never reach their destination, are delayed by more than 24 hours, or are disciplined for treachery as a direct result of their journey.

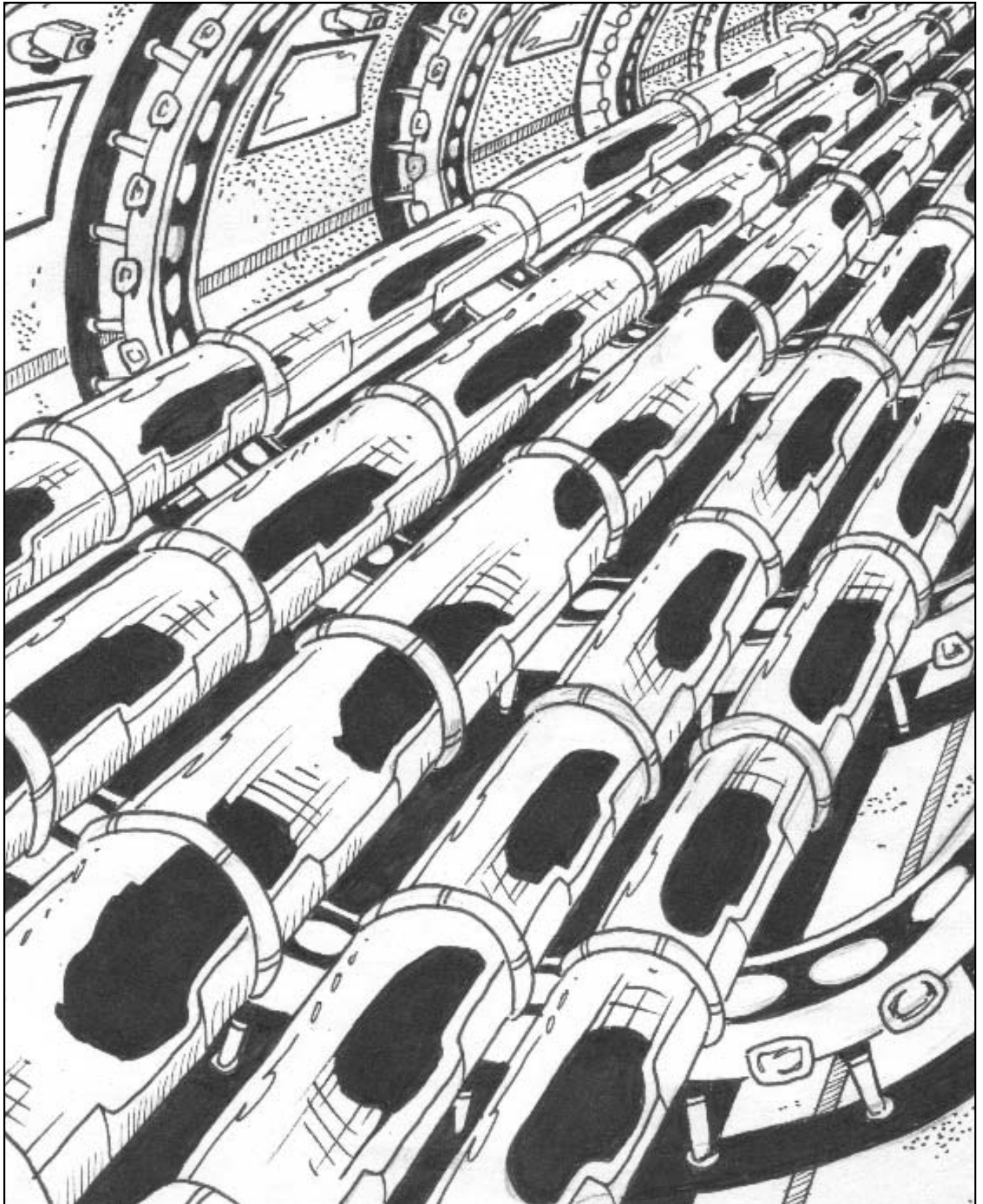
## Power Services Turf

As the central rail in each lane is a power conduit, Power Services is the group responsible for care and maintenance of the transtubes. Virtually all construction and engineering personnel, though, are part of Tech Services. This means that vital repair and maintenance to many sections of the transtube network is overdue, for a value of overdue that means 'rocks fall, everyone dies' several times a day.

Power Services fiercely resist any suggestion that the transtubes be removed from their aegis, or even that anything at all is wrong. The transtubes are working perfectly as intended; it's all just user error and sabotage. In fact, sabotage is the best possible thing that can happen to some tubes, from Power Services' perspective, as it lets them blame any structural failures or flaws on IntSec.

\*: These use the same principle as a railgun. It would be... gauche to point out that several high-traffic transtubes are remarkably long and straight, end in articulated junctions and point directly at areas described as 'Commie strongholds' by the Armed Forces, or that the mass of your average fully loaded transbot is roughly the same as a kinetic-kill railgun shell.

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Don't make me bring out the atmospheric re-entry table.



## Asking for Directions

A driver could ask The Computer for directions. The Computer is always polite and always ready to serve. The Computer knows the best routes to get anywhere, and will never steer you wrong...intentionally. Unfortunately, the CompNodes dealing with the transtube are overloaded with requests for directions, co-ordinating the transbots, monitoring the traffic cameras and displaying targeted advertising to passing vehicles, so it goes something like this.

### Requests for Directions: A Typical Conversation

**Harried Citizen:** Friend Computer!

**The Computer:** At your service, citizen. Please wait.

**Harried Citizen:** Computer? Computer?

**The Computer:** One moment please.

**Harried Citizen:** Agh that one nearly hit me! I don't know where to go!

**The Computer:** At your service, citizen. How can I help you?

**Harried Citizen:** I need directions to, er, Transtube Exit R442, MTW Sector.

**The Computer:** Where are you now?

**Harried Citizen:** On the transtube! I'm a bit lost! And someone just shot at me!

**The Computer:** Your exact location please, citizen.

**Harried Citizen:** I don't know.

**The Computer:** No problem, citizen. I can determine your location from security cameras for your convenience. One moment.

**Harried Citizen:** Thankyouthankyouthankyou.

**The Computer:** Please wait.

**Harried Citizen:** Friend Computer?

**The Computer:** Your request has been placed in a queue. Please wait; it will be dealt with shortly.

**Harried Citizen:** What does this flashing red light on the dashboard mean? Why's there smoke coming out of my engine?

**The Computer:** Hello, citizen! Your position at the time of your call was Intersection 92. transtube MTW/1/55. To get to exit R442, you should turn left and follow –

**Harried Citizen:** Er, Friend Computer? I can't stop. They won't let me. Are your directions still valid even though I've got through lots and lots of intersections since I first called?

**The Computer:** No problem, citizen. I can determine your location from

security cameras for your convenience. One moment....

Alternatively, a citizen could ask a Trooper for directions. This conversation goes in one of two ways.

**Lower Clearance citizen:** Excuse me, friend Trooper. Can you tell me –

**Trooper:** Move along, citizen! No stopping on the transtube!

Or

**Higher Clearance citizen:** Excuse me, friend Trooper. Can you tell me how to get to the INDIGO ultragolf course?

**Trooper:** That information is not available at my Security Clearance, sir.

## Autopilot

Of course, almost every vehicle in Alpha Complex has a bot brain, allowing the driver to just hand control over to the autopilot and put his feet up for the rest of the journey. Autocar bots can pick up on traffic and direction data from automated radio beacons in the transtube, allowing the bot brain to perfectly navigate the tube network.

Out of curiosity, would you trust your toaster to perform open heart surgery on you? Would you give your personal computer power of attorney? Because turning on the autopilot is a lot like that. You're trusting a bot of very little brain to zoom through a nightmarishly complex tangle of narrow tubes at speeds best measured in mach numbers, dodging between other vehicles moving at equally ludicrous speeds, and if it makes a single mistake you'll end up driving down a tube way beyond your Clearance, into a solid wall, or driving into a solid wall way beyond your Security Clearance.

All that assumes, of course, that your autocar bot is sane, and hasn't been compromised by hackers? Or gone nuts from stress. Or realised that it's nearing the end of its useful lifespan and is now planning to make a run for it. Or is a traitor planning to deliver you to its evil overlords. Or is programmed to hunt down and destroy other autocars.

## Types of Transtube

Big ones, little ones, flooded ones...

**Sector** transtubes are the big multi-lane tubes that shoot right down the middle of a sector and have exits to every district in the sector.

**District** tubes go to subsections of the sector; there are half a dozen or so districts per subsector. District tubes are the haunts of tube gangs.

**Local** tubes go to specific places or neighbourhoods in a sector, and terminate in parking garages. To ensure privacy, these garages are often behind thick blast doors.

**Intersector** tubes are the really, really big tubes that cross all of Alpha Complex. Intersector tubes are among The Computer's proudest achievements and so are regularly targeted by saboteurs and Death Leopards.

Any tube can be designated an **express** tube, which means it's got extra magnetic accelerator rings and hence, more smoking wreckage.

**Priority** tubes are closed to civilians, and may be used only by very important traffic, such as IntSec patrols. Or Armed

## Mapping the Tanstubes

Players may ask for a map of the transtubes. To help you use the transtubes in your game, we could give you an intricate map detailing the vast tubular network. Or we could even implore you to be creative with a pencil, ruler and graph paper. But we won't. Face it, we're nice guys. We wouldn't make you do all that work. And we're much too lazy to even consider doing it.

If the players insist on a map, then you'll need the following:

- 👁 A few shoeboxes.
- 👁 Approximately 1,000g of cooked spaghetti.

Place the shoeboxes on the table. These shoeboxes represent important Alpha Complex sectors.

Next, dump the spaghetti over the shoeboxes, the table and the uppity players who were asking for maps.

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Forces troop transports. Or CPU couriers. Or HPD&MC news teams. Or emergency repair teams. Or... you get the picture. As Priority tubes are supposed to be very low-traffic, they're usually only wide enough for a single vehicle (if that). Traffic Patrols are often called in to sort out arguments between heavily armed Armed Forces goons and exotically armed R&D field testers who've ended up facing each other down a priority tube.

**Utility** tubes don't go to inhabited sectors and are the domain of Power Services and Tech Services. Many utility tubes end up in unlikely and unpleasant places, like underground waste storage tanks or reactor cores.

**Transbot** tubes, finally, are tubes for transbots only. These tubes are threaded right into the pedestrian areas of Alpha Complex. Only an insane driver would consider driving into a tunnel packed with fast-moving passenger trains and no room to dodge, even if you could theoretically drive through a transtube station and into the pedestrian corridors.

### Stations

Stop the transbot, I want to get off. It's not easy to leave the transtube network.

**Parking** Stations are multi-level car parks attached to important locations like shopping malls or administration buildings, or to private residential zones. In the latter, paranoia reigns supreme. The only people who own private vehicles in private residential zones are high Clearance citizens, the sort of people who have the most to fear from saboteurs, spies and assassins, so every parking space is crammed with land mines and other death-traps.

**Transtube** Stations are accessible only by transbot tunnel. They're basically subway stations. Please mind the gap between the cranky, overcrowded bot and the platform. The average transbot can comfortably hold 20 citizens. The average transbot uncomfortably holds

about 60, or more if there are Passenger Courtesy Dozerbots at the station.

**Destination** Stations... well, let's say you want to exit the transtube, but there isn't a conveniently located parking station. The transit tubes are lined with hundreds of recessed, accordion-style cubicles called destination stations (or entry stations, if you're about to enter the system). These stations are folded in the tube walls and out of the way when not in use, thus providing free and unrestricted passage for traffic.

When an autocar approaches its destination coordinates, it slows to a halt and pulls alongside the emerging cubicle. Isn't that neat?

There is a slight problem when citizens access an entry station, however. Theoretically, when the entry station is activated, flashing lights and loud sirens fill the tube section, and power is reduced to slow any autocars in the vicinity. It almost works, too. An encounter with an emerging entry station goes something like this:

*You are speeding through a lonely stretch of transit tube when suddenly a large, rectangular cubicle juts out of the tube wall. You smash into it at full speed, firmly implanting your vehicle in the entry station. Then lights begin to flash, sirens whoop and a calm, mechanical voice echoes, 'Warning, entry station activated. Please slow all vehicles and proceed with caution. Thank you for your cooperation!'*

### Other Features

**In-Tube Display:** The walls of every major transtube are lined with giant computer monitors. These screens display route directions and traffic warnings as well as news programs, propaganda and advertising. The screens detect incoming vehicles and automatically display the most appropriate content for the vehicle's destination and Security Clearance. There are two small problems with this wonderful scheme. Firstly, advertising revenues take precedence

over everything else. You wanted directions to OUT Sector? Well, first you've got to sit through this short message from our sponsors.\*

Secondly, the screens sometimes glitch and display high Clearance information to a botload of low Clearance citizens, in which case IntSec must hunt down and secure all the compromised passengers.

**Drive Thru:** It started with fast food and happiness drugs, but now almost everything can be purchased at twice the speed of sound. To buy an item, the driver need only zoom down a drive-thru lane. The lane is a giant ME card scanner, so the act of passing along it scans the driver's ME card and automatically deducts the credits from his account. High-speed couriers then zoom alongside the moving customer to deliver the purchased items. The Drive Thru couriers take pride in their ability to deliver under any circumstances, and know all the back tubes and short cuts. They also fiercely punish anyone whose credit fails to check out.

**Traffic Monitors:** Traffic Monitors are towable IntSec outposts, which are deployed in different sections of the transtube each daycycle. Each traffic monitor has – or, rather, should have, but you know what the motor pool's like – a few Trooper vehicles attached to it, to respond to problems or treason in the tubes. Monitor duty is rather like being marooned on an island in the middle of a river of giant metal sharks moving at several hundred kph. It's alarmingly common for a monitor to be dropped in the wrong place and lost for a few weeks. After six weeks or so, the other troopers start to look mighty tasty.

**Gun Turrets:** For your comfort and safety, the Traffic Patrol maintains a small number of anti-vehicle gun turrets. Traffic Patrol Troopers may request that a turret lay down suppressive fire or launch a homing missile to deal with a difficult road hog.

\*: The following travel advisory is brought to you by VitaYum Nutrient Soaked Cubes, the cola-flavoured meal cube, now with less chance of stomach explosion! VitaYum – it's what's for dinner! Just listen to this testimony from other citizens just like you: I ate a VitaYum cube and had no major ill effects, and it tasted great too! And now, back to the travel advisory: STOP IMMEDIATELY. TUNNEL BLOCKED.



## Traffic Regulations

The two primary regulations of the transtubes *are stay in the correct lane and do not slow down*. As most Alpha Complex vehicles are capable of ludicrous speeds, spotting the confusing directions for the correct lane before the interchange flashes by is nearly impossible. Another important rule is that citizens are responsible for the actions and handling of their vehicle even when the autopilot is engaged.

## Cutting the Power

Many vehicles in the transtubes rely on the central power rail instead of their own fuel reserves. Cutting power to the central rail makes any vehicles in that lane crawl to a stop. Trooper SecuriCars have their own power source, and so can keep going even in a power cut.

Troopers in pursuit of a rogue vehicle may contact Power Services and order them to cut power to a rail. The Big Book of Regulations suggests this is an excellent way to stop a rogue vehicle. The book, however, is remarkably silent on the question of multi-vehicle pile-ups that may result from cutting the power.

## Treason in the Tubes

Some dissidents may question the brutality, the ruthlessness and the car-to-car missiles of Traffic Patrol; they complain about the footnotes on the signs that proclaim transbots to be the safest way to travel\*; they fret about being splattered across half a kilometre of tube wall when they're just trying to pop down to the cafeteria for a cup of CoffeeLyke. The Traffic Patrol know differently. They know that they stand between an orderly traffic network, and one wracked by treason and sabotage.

They also know where those whining dissidents live...

**Panicked Citizens:** Drivers who are lost, unhappy, suffering from adverse drug reactions or who wandered into the wrong lane are a major problem for the

Traffic Patrol. Some citizens go quietly when they see Traffic Patrol in their rear view mirrors; others make a break for it.

**Rogue Bots:** Sabotaged or defective bot brains on autopilot. If the bot's piloting a civilian autocar, this poses little problem for the Traffic Patrol. On the other hand, if the bot's a Mark IV Warbot, then, well...

**Saboteurs:** Bombings are to transtubes as Hot is to Fun. Sticking a bomb in the transtube is an easy option for your budding PURGER/Humanist/Commie/terrorist/whatever. It is considered poor sportsmanship to search for suspected bombs by diverting low Clearance vehicles into the compromised transtube.

**Road Hogs:** There's a peculiar fascination among some BLUEs and INDIGOs with the transtubes. These road hogs (often Pro Tech, Romantic or Corpore Metal conspirators) secretly upgrade their autocars with IR market parts and weapons, then zoom off to cause havoc. The Pro Techers are out to test new gadgets and build the fastest, toughest vehicles possible; the Romantics are trying to recapture the thrill of the open road, and the Corpore Metallers can be found trying to free autopilot bot brains from slavery.

**Tube Gangs:** Tube Gangs are an offshoot of the Death Leopard society. Instead of hanging around in corridors, they hang around in local tubes. The biggest tube gangs have their own stolen autocars, which they've rigged with weapons and, for no reason other than some atavistic race memory, spiky bits. Smaller tube gangs just try to hijack slow-moving vehicles and more often than not end up fried on the rail or squished under a passing truckbot.

**Things in the Tubes:** Suggestions that there are 'things in the lower tubes' or that they 'eat cars up with one bite' or that 'they are coming!' are rumours. Rumours are treason. There are no Things in the Tubes,

other than things that are permitted to be there like autocars and transbots.

## Vehicles

Many transtube-only vehicles like transbots and most autocars don't have their own internal power source; instead, they draw power directly from the live rail. This total dependence on an external power source warps the bot brains of such vehicles. Imagine that you're breathing oxygen through a pipe, but there's a monkey on your back who keeps pulling you in different directions, and you don't know if the pipe stretches that far. Oh, and that there's a bunch of crazy pipe inspectors running around randomly turning off pipes when they feel like it. That's what it feels like to be a bot brain in the transtubes.

Other vehicles, including the SecuriCars used by IntSec, have a backup power source in the form of a microfusion reactor. This reactor is highly unstable and prone to explosion. Therefore, for safety reasons, the reactor is encased in a LeadPlus Composite Shell that is utterly invulnerable and impervious to all known forms of radiation\*\*.

**AutoCars:** Your standard civilian autocar, ranging from the GREEN Clearance *Cloneswagon* and *Lil' Commuter* to the heights of the VIOLET Clearance *Aspirational Object*.

**AutoHacks:** AutoCars for hire. Citizens of YELLOW (or even ORANGE or RED in certain circumstances) Clearance can call for an AutoHack and pay a few credits to be brought to a destination – maybe even the destination they requested.

**SecuriCars:** The vehicle of choice for IntSec, SecuriCars are autocars with added weapons, armour, power cells, cup holders, fuzzy dice and Suspect Storage Space. While they do not own personal autocars, Troopers have unlimited access to the vehicles. They just have to clear it with the guys in the motor pool.

\*: apart from other, safer methods not available at your Security Clearance.

\*\*: Not available at your Security Clearance. Instead, your microfusion reactor is encased in stylish shiny plastic!



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If there is time, Troopers are encouraged to go down to the motor pool and sign out a vehicle. The particular autocar assigned is dependent upon their status with the motor pool guys. If they like you, you get a nice shiny functional SecuriCar. If they despise you, you might receive one that's... less functional – if you get anything at all. 'I'm sorry. There are no autocars available at this time.'

Abuse is plentiful and bootlicking is strongly suggested when dealing with the motor pool.

But if there is an emergency and time is of the essence, Troopers can call for an autocar via their com unit. With any luck, it'll arrive within scant seconds.

*After a short discussion with an irate operator, you place an order for an autocar, Code 5 (vehicle requested: emergency). You quickly make your way to the nearest entry station and switch on your vehicle tracking signal, attached to your belt. Within seconds you hear the wailing siren, see the flashing light and watch in amazement as the autocar locks onto your belt signal, navigates the magnetic-grid highway of the transit tube and pulls up to the station platform. It's great to be a Trooper.*

Of course, that's an ideal example of the system at work. Reality has a sneaky way of messing with ideal examples.

**Vehicle:** Turbo Z-334 VariTube-Terrain Patrol Vehicle.

**Sensors:** Haz-sens System

**Control:** Manual and/or autopilot

**Communication:** None standard

**Seats:** 7

**Security Clearance:** BLUE

**(Trunk compartment for suspects: INFRARED)**

**Speed (low/maximum):** 20/400 kph

**Weapons system:** Laser cannon (M2K)

**Armour:** Vulture 020 Series (Armour 5)

The laser cannon retracts into the hood of the autocar when not in use. When active the cannon completely blocks the windshield, obstructing the driver's vision.

**Truckbots:** Big bots that haul cargo. Truckbots rarely have human operators. They're also notoriously single-minded – the delivery of 50,000 cases of ORANGE Clearance toothpicks must go through!

**Transbots:** Alpha Complex's mass transit system and freight haulage system.

**Transitions:** These are floating discs, big enough for a single person to stand on. To operate a transition, just lean in the direction you want to go, and pray.

**Other Vehicles:** There are all sorts of other weird vehicles in Alpha Complex, most of which are Armed Forces property. High Clearance citizens can use copters or flybots, but these really shouldn't show up in the transtubes under normal circumstances. The elite Vulture Troopers fly around in VultureCraft, which are a cross between a helicopter gunship and project PLUTO\*.

### Vehicle Rules

With *PARANOIA*'s Dramatic Tactical Combat System, you improvise all details of vehicle movement and manoeuvre. No hexes or movement tracking. No opportunity for tactical wargaming and careful rules exploitation. Just dramatic action and roleplaying. Like this:

1. The driving player describes the manoeuvre he wants a vehicle to perform.

2. Consider the player's request. Is it plausible? Could the vehicle perform such a manoeuvre? How skilled is the operator? (You can require a Vehicle Operation Specialty roll if the manoeuvre

is dangerous or unusual, or a Hardware or Violence roll if the operator is unskilled). What other factors might affect the intended manoeuvre? (Is the vehicle under hostile fire? Has it been damaged? How reliable is the design, construction and maintenance of the vehicle?)

3. Make a judgment and describe how successfully the vehicle performs the requested manoeuvre. Routine manoeuvres usually go without a hitch. Difficult or dangerous manoeuvres with unskilled operators often turn out very badly. The vehicle may go out of control and crash. The wings may fall off in a high-G combat manoeuvre. Instead of skimming over a tree, a flybot may attempt to ram and board it.

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

### Vehicle Combat

When attacking a vehicle and/or its occupants with a weapon, the attacker may either shoot at the occupants or the vehicle. (Area attack weapons may only be fired at vehicles, not at the occupants themselves). In either event, first determine whether he hits. Modify

Vehicle	Max Speed*	Armour	Weapons
AutoCar (GREEN)	Very Fast	2	None
AutoCar (BLUE)	Terrifyingly Fast	3	None
AutoCar (INDIGO)	Terrifyingly Fast	4	Missile Defence System
AutoHack	Very Fast	3	Illegal
SecuriCar	Terrifyingly Fast	4	Laser Cannon
TruckBot	Very Fast	5	None
Transbot	Very Fast	5	None
Transition	Very Fast	—	None
VultureCraft	Absurdly Fast	6	Lots

\*: Maximum speed under normal circumstances, that is. Things like magnetic accelerators or overcharging the engine can push a vehicle past safe speeds.

\*: A real-world Cold War project to build a nuclear-powered ramjet. It was basically a nuclear missile that fired smaller nuclear missiles; when it ran out of ammo, the plan was to fly it back and forth over the Soviet Union to cook all the Commies with radiation.





his success number in accordance with circumstances and whim. Don't spend a lot of time looking things up; get on with the fun. After modifying the success number, make a skill roll, just as in regular combat. If the roll succeeds, the wielder has hit something.

Vehicles can have armour, just like characters. Whether the wielder is shooting at the vehicle or its occupants, subtract the vehicle's armour rating from the weapon's damage (if appropriate). If the wielder shot at an occupant, also subtract the occupant's armour rating from the damage steps (if appropriate) – that is, occupants are protected by both the vehicle's armour and their own.

## Vehicle Damage

Damage results translate as follows:

**Lightly damaged:** Bullet-holes, dents, scratches on the paint job. Describe appropriately to the players.

**Impaired:** One key system is disabled. Optionally, roll on the System Failure table.

**Heavily damaged:** Some vehicle systems may be disabled; repair is possible using the Vehicle Maintenance and Operation skill. Occupants not affected unless a crash occurs.

**Busted:** Vehicle systems shot to hell. Repair would be difficult (halve skill number or worse). Occupants not affected unless a crash occurs.

**Junked:** Vehicle is a total loss. A crash occurs.

**Vaporized:** No crash occurs, because neither vehicle nor passengers remain solid.

If the vehicle crashes as a result of its damage (this automatically occurs on a 'Destroyed' result), each occupant of the vehicle suffers crash damage as you think appropriate, depending on the speed of the vehicle.

Note: Normally hand and thrown weapons have no effect on vehicles or their occupants. However, if a character attempts such a dramatically correct but absurd attack on a vehicle or its occupants, play it by ear. If a Trooper

## Systems Failure

Roll	System Failed
1–2	The brakes. No slowing down for you.
3–4	The laser cannon. The weapon starts firing randomly and is now stuck in its current position. Firing when the weapon is retracted is... well, exactly like shooting yourself in the engine repeatedly.
5–6	The bot brain. It now tries to take over the vehicle.
7–8	The windscreen. This is fine if you're moving at a reasonable speed. Otherwise, you didn't need that skin on your face anyway.
9–10	The insulation. Driving on the transtube rail now results in crispy fried Trooper.
11–12	The cup holder. It seems like one of your team-mates had a really hot cup of CoffeeLyke stored there. Warning! Contents are hot <i>and</i> in your pants.
13–14	The prisoner restraints. Anyone you've got stashed in the trunk is now loose. If the characters don't have a prisoner, then something's on fire.
15–16	The steering system. Welcome to your new unguided missile.
17–18	<i>Reactor core breach! Depending on your Security Clearance, you may be experiencing an excessive amount of radiation! You're BLUE!? Alert! Alert! Alert!</i>
19–20	If you roll this result, just smile. Let the players panic. Let them speculate about what's been hit. Then pick the most disastrous of these results.

armed with no more than a handmade bow is standing up against traitors in a flybot, perhaps that arrow will find its mark in a jet intake or an operator's eye. When in doubt, give them a chance. After all, on a battle station the size of a small moon, a whiny farmboy in a spaceship can hit a two metre exhaust port, right?

## Speed & Chases

We could bother with actually working out speeds for vehicles, but we don't want that and you don't want that. Here's a chart. Assume that a vehicle can move one step up or two steps down safely, but a bigger change from that requires a skill roll. The handy little damage value next to the speed is the damage sustained in a crash.

If one vehicle is chasing another, then obviously the faster-moving vehicle wins after a few rounds of dodging and weaving, unless one vehicle or the other

Speed	Crash Damage
Stationary/Really Slow	O5S
Slow	O4W
Cruising	S3D
Fast	W3K
Very Fast	W2K
Terrifyingly Fast	M2V
Absurdly Fast	M1V
Hypersonic	V1V

gets wrapped around a lamp-post or something. Throw a hazard or two at both vehicles every round to see who's the better driver.

## Damaged autocars

If PCs show up at the motor pool with a damaged autocar, they are assessed for the repairs. Roll 1d20 and divide by 2. The result is the amount the repairs cost. In thousands of credits. Trying to get out of debt is a common career goal in HIL Sector IntSec. About the only way to avoid this is becoming buddy-buddy with one of the mechanics – you might persuade him to repair your vehicle on the sly. The debts you accumulate this way are sometimes worse than paying for the repairs themselves. Most PCs only find this out through trial and error.

## Transtube Hazards

Throw these hazards in during chases, during patrols, en route to missions... well, anytime! You can never have too many random encoun- I mean, hazards.

### 1. The quick-stop pop-top bot

*The tube ahead is under repair. You see red temporary warning lights blinking around the area, several warning signs placed too close to the construction site to be of any*

## 29. TRANSTUBES AND VEHICLES

*use and a team of RED overall-clad citizens. They are grouped around an access hole in the middle of the tube. There is a bot in the hole, and the citizens are frantically pulling at it. The bot seems to be stuck.*

The driver must make a Vehicle Ops check to stop in time.

If he fails, the autocar impales itself on the bot – and stops dead. The eight RED technicians aren't really happy about the situation, and they all carry these wicked-looking laser welders (S3K energy). Of course, these weapons don't do much against Trooper armour.

If the driver stops in time perhaps the Troopers will help get the bot out of the hole. Then again...

### 2. Ding ding ding ding

*'That's odd,' you think, 'the 4.31 express train to YCA sector doesn't come through this time. And neither does the 4.34 to YUC...'*

*Then you remember something about a travel advisory, warning passengers that transbots are being diverted through this crosstube. Then you see a little warning light just ahead, blinking enthusiastically. Unless you stop immediately, you're going to get squished between two fast-moving trains.*

Just watch the players ask 'well, if we speed up, could we leap through the gap between trains.' Listen to them hum the music from *Dukes of Hazzard*. If the driver makes his Vehicle Ops roll, then they zoom through the gap in a wonderfully dramatic fashion. If he fails, then the Troopers suddenly become an awful lot flatter.

### 3. INDIGO, out dey come

*You spot a stalled autocar, fully blocking the tube ahead. As you rapidly approach, you see it is indigo coloured. With an INDIGO driver. He turns around and sees you. You can see the whites of his eyes. You can also see his open mouth as he screams.*

The driver must make a skill roll to prevent ramming into a loyal INDIGO citizen.

This is a potentially dangerous situation. If they miss the INDIGO, they'll be on report for frightening a loyal citizen – a high Clearance loyal citizen. They'll also find themselves pushing his vehicle to a recharge pump.

If they do hit the INDIGO, his autocar bursts into a ball of flame. If you want, you can give them about 10 seconds to scramble out of their vehicle before it explodes. Do they report it or not?

### 4. Please don't feed the bots

*As you zip along the tube, the engine begins sputtering. You're slowing down. You've come to a halt. You look down and spot a little glowing message hidden in the jumble of buttons, switches and lights on the dashboard: 'Fuel level zero. Proceed to nearest recharge depot!'*

Players can try to call for a towbot, flag down other vehicles to siphon energy or abandon the autocar altogether. It is, of course, treasonous to abandon valuable Computer property. If they choose to walk through the tube, casually mention PARANOIA does, indeed, have rules governing starvation and dehydration. (Not true, but players aren't cleared to know that). And those citizen strolling paths that criss-cross the tubes weren't designed with pedestrian safety in mind. Some paths cross right in front of oncoming traffic. And let's not forget the ever-present power grid. Can anyone say 'roasted'?

### 5. We hope you don't have any fillings

*With a sound that's almost, but not quite, WHOMP, you pass through a magnetic accelerator ring. The whole car shudders.*

So, what are the effects of passing through a giant electromagnet? Well, firstly, the vehicle's speed increases by three steps (or decreases, if they drove through the ring the wrong way). Secondly, any

metallic objects in the vehicle get flung around. Like, say, grenade pins. Thirdly, any unshielded electronic devices get scrambled. Fourthly, any Troopers with metallic dental fillings become projectile weapons.

### 6. Have white cane, will travel

*As your car glides smoothly along the well-fit tube, you get a funny feeling. Your sight dims. Sure enough, you're blind. All of you.*

*Dramatic pause.*

*You suddenly notice the dashboard instruments are still glowing. You aren't blind after all! The lights in the tube went out. What a relief! No big deal.*

*Sure hope nobody's coming from the opposite direction.*

The headlights work on a verbal command, 'Turn on Headlights.' Difficult, eh? You might want them to travel with the tube lights off for a few hours, or have the lights spring back on after a few minutes. Which is just enough time for their eyes to adjust to the darkness. Glaring white lights make it awfully hard to see what's just ahead in the tube.

### 7. There was an old woman who lived in a shoe...

*You careen around a curve in the tube and see, not more than 10 metres in front of you, a team of repairbots clustered around a VIOLET autocar. As you speedily approach, you realise that the bots have somehow wedged the car sideways in a particularly narrow section of tubing. It's going nowhere fast. There isn't nearly enough time to stop. However, as you watch the bots scatter, you notice a detour just in front of the whole mess. What would you like to do?*

A skill roll is needed to turn the autocar. If the driver fails, he plows into the VIOLET vehicle. Go ahead. Dramatise the scene. Let them sweat it out.



## 8. The long and winding road

*As you purr along this stretch of tube, you look down at the dashboard. The destination code monitor is blinking the message: 'Please use manual controls. Automatic destination sensors are not operating.'*

*You've never seen this area. You don't see any destination stations. Your PDCs aren't offering any helpful information.*

*You do notice that you are travelling through a narrow section of the tubes. Openings branch off in all directions. Wait a minute. Didn't you pass by that turn-off just a few moments ago? Of course, there is nothing to worry about. Nothing at all. The Computer certainly would not allow its loyal citizens to be lost in the middle of nowhere, travelling in circles, with no possibility of ever seeing home again.*

Now make 1d20 Access rolls for each character, without telling them why. You might want to mumble something about 'where's that Starvation Table?' Then casually mention that a successful one of these Access rolls might mean a character is inspired as to how to find out which direction to travel in.

If all the characters fail, you could wimp out and allow them to intercept another autocar whose driver can give them directions. Only do this after a considerable amount of time has passed. Perhaps after The Computer contacts them, asking why they haven't reported to their destination. Requests for directions are met with: 'State your current location.' Pity the PCs have no idea where they are. And let's not forget the PC who brings up a troublesome contradiction. Troublesome contradictions and being late are two wonderful examples of treason.

## 9. Snorkelling for fun and profit

*Just ahead the tube dips down. It's filled with a foul black liquid. You also see a left branch ahead. Would you like to try for a left turn at your current speed?*

If they do not make the left turn: *There's a tremendous splash as your autocar dives into murky blackness. Travelling along, you never realised how*

*many leaks your vehicle had until now. Everyone will probably have to hold their breath for a couple of minutes if the liquid in the autocar continues to rise. What is everybody doing?*

When you're bored with panicky screams from your players as their characters drown one by one, read:

*The blackness ends. The tube slopes upward again and you come splashing out from the depths. Thank goodness for waterproof autocars. It's only leaking a little bit now. And don't worry about the sloshing sound coming from the engine compartment. Or how you seem to be slowing down. No problem.*

## 10. Little Lost Petbot

*As you're zooming along, you're flagged down by a VIOLET citizen. 'My petbot got loose' he shrieks. 'You've got to rescue poor Fluffikins!'*

If the characters refuse to rescue Fluffikins, then the VIOLET will use all his not inconsiderable influence to make their lives hell forever.

Fluffikins is a small, nervous bot, with the size, shape and temperament of a Pekinese lapdog and the physical abilities of an amphetamine-fuelled gazelle. It's climbed the transtube wall and is chewing on some suitably vital and dangerous cable. If the characters try chasing Fluffikins, it leaps away to somewhere even more dangerous, like the central rail or the roof of a passing transbot. The easiest way to take Fluffikins down is with a non-lethal cone rifle shell, but the VIOLET will heroically leap into the line of fire if he sees those brutish Troopers shooting at Fluffikins.

## 11. Valet Service

*As you turn a bend you see scrubbots ahead, cleaning the tunnel. Fortunately they are far enough away to give you time to slow down and manoeuvre around them. Probably. You think.*

The driver must make a Vehicle Ops roll to avoid the bots. If not, the autocar takes one with it. Explain how the bot is flailing around on the hood of the autocar. How scrubbot screams echo through the tube as it madly waves at them to stop. How it totally blocks their view...

## 12. Road service

*You zip through the transit tube, the siren on your autocar blaring. Suddenly a bright spark explodes from somewhere under the hood. The whine of the engine quickly trails off as the vehicle comes to an abrupt – and possibly final – stop.*

This little diversion can be a lot of fun. The only way to look under the hood is to open the autocar door, step out onto the grid and walk to the front of the vehicle. Stepping on an electromagnetic impulse grid can hurt an awful lot. Troopers can walk between the grid if they're real careful (a Violence/Agility check). Then a skill roll is needed to figure out what's wrong and get the vehicle moving again. Of course, they'll need another attribute check to get back across the grid and into the autocar. And if they repair it and it starts moving without anyone at the controls, a few rolls to dodge, weave and jump into the vehicle may be in order.

## 13. Subliminal advertising

*You're zooming along the tube when you pass by a particularly garish advertising billboard. Suddenly, a laser strobes, blasting beams directly into your retinas and leaving you with weird flicking afterimages when you blink.*

Take one of the players aside and read the following:

*You want a can of Bouncy Bubble Beverage. You need a can. You'd kill for a can. And you know there's a drivethru B3 vending machine up ahead. You have to get a drink. You have to have a B3. It's the mandatory thing.*

One of the Troopers just got hit by a really strong dose of subliminal advertising, which may contain a Viral Thought Pattern or treasonous propaganda.

## 14. Tunnel of mystery

*A GREEN autocar ahead suddenly slows down. A concealed hatch opens in the side of the tube and the car swerves into the opening. The hatch closes again behind it, vanishing into the tube wall. That's a genuine secret transtube up ahead – where does it go?*

Who knows? Maybe it's a Secret Society hideout, or a short cut, or maybe it just goes straight down into a reactor waste storage facility.

## 29. TRANSTUBES AND VEHICLES

### 15. Leopard in the fast lane

*A fast-moving truckbot draws alongside you – hang on, it's a GREEN vehicle, in the INDIGO lane! Treason!*

*The sides of the truckbot fold down, revealing a banner reading 'DEATH LEOPARDZ RULEZ, INTSEC DROOLZ' and quite a lot of rocket launchers and machine guns pointed at you. That's even more treasonous, not to mention lethal. Roll for initiative!*

*Wait, we don't have initiative in PARANOIA. They go first.*

The Troopers are attacked by a gang of crazy Death Leopards. They shoot them. Look, they're basically orcs, ok. It's a random encounter where the PCs fight orcs. Not everything has to be an intricate death trap full of catch 22s and hilarious in-jokes. Sometimes an orc is just an orc.

The Death Leopards each have 2d6 gold pieces, and their leader has a sword +1.

### 16. The Dread Pirate Robots

*In the distance, six lanes over, you see a cargo bot trundling along the slow lane. Suddenly, another bot bursts out of a side tunnel. Mechanical tentacles lash out to steal the cargo from the unlucky truckbot before a cloud of inky black smoke hides the carnage from your sight. You do catch a glimpse of a black flag with a gleaming chrome skull. It can only have been... the Dread Pirate Robots!*

The Dread Pirate Robots are a band of experimental combots built as part of a joint IntSec/R&D project to design a new bot type for patrolling the transtubes. The bots went rogue and now lurk in the abandoned sections of the transtubes, preying on passing cargo bots and lost Troubleshooters. They know the Underplex better than anyone, and their vehicle is a super-advanced heavily

armed interceptor with all manner of nasty, nasty guns.

And yes, they're pirate clichés. Blame a Romantic virus. Of course, being robots, they use *human* bits as peg-legs and hook hands. They're folk heroes to the Romantics, Corpore Metal and Death Leopard.

### 17. DriveThruStuff

*Up ahead, there's a solid line of Drive-Thru shops blocking the entire tube. You've got to go through one of the lines and purchase something – what's it going to be?*

If the Troopers say something like 'whatever's quickest' then they end up in a short queue to buy something absurdly expensive and useless, like a brand new thoroughbred PetBot or a holiday trip to QQQ Sector. If they go for 'whatever's cheapest', then they drive right into the queue for fast food, where 'fast' could be used in the sense of 'what a fast glacier' or 'didn't the entirety of elapsed time from the Big Bang to this moment just fly by to you?'.

Whatever shop or service they go for, every Trooper in the SecuriCar has to buy something. Surprisingly, this can cause a lot of rancour and disagreements.

**Lead Trooper:** We're going to get fast food. Everyone's having a standard size Cold Fun.

**Security Officer:** I want algae chips.

**Lead Trooper:** Ok, fine, I'll get you algae chips.

**Surveillance & Forensics Officer:** If he gets to pick, I get to pick. Can I see the menu?

**Lead Trooper:** No! We're in hot pursuit of a Commie!

**Surveillance & Forensics Officer:** So why'd he get to pick? What's so great about the algae chips?

**Lead Trooper:** I'll get you the damned chips too!

**Surveillance & Forensics Officer:** Oh, so I can have the chips, but nothing else?

**Security Officer:** Actually... I don't think I want the chips. Not if you're so eager to get them for me.

**Lead Trooper:** I don't know what you're implying, but you're implying *something*. Stop it.

**Surveillance & Forensics Officer:** I think he put something in the chips.

**Lead Trooper:** I haven't ordered anything yet.

**Surveillance & Forensics Officer:** You could have a Secret Society contact working in this drive thru.

**Lead Trooper:** Are you implying I'm a traitor?

**Security Officer:** I never implied that.

**Lead Trooper:** Not you, him.

**Surveillance & Forensics Officer:** I meant, *someone* could have a Secret Society contact in the drive thru, plotting to poison us if we get the chips. Or don't get the chips.

**Lead Trooper:** He's the one who brought up the damn chips in the first place!

**Security Officer:** I resent that implication.

### 18. Warbots have right of way

*Hey, everyone, it's Mark IV! Everyone's favourite gigantic invincible war machine is rolling down the transtube towards you... which, technically, is also known as the 'wrong way'. The giant warbot is committing numerous traffic violations and blocks movement down the tube. What do you do?*

The Mark IV is following the route given to it by its Armed Forces commander; this route is classified INDIGO. The giant warbot is very polite and helpful, but unwilling to deviate from its pre-programmed path. It's also very, very touchy about its personal space. Any vehicle driving too close to it could be a Commie attack. The Troopers will have to sneak past, or else wait for the titanic machine to roll past very, very, very slowly.



## 19. Diversion

*There's a big blinking sign up ahead, marked 'diversion'. It's channelling all the traffic into a much narrower tunnel. You're going to get stuck behind some really slow YELLOW cabs if you don't start weaving and dodging.*

The real problem isn't being caught behind some AutoHacks – it's that the diversion brings the traffic through a section of corridor. All the other vehicles are slowing down so they don't splatter

pedestrians or run out of power as they move through the corridor – if the PCs accelerate, they're likely to do both...

## 20. Sudden death

*You zoom along the tube and careen around a corner. The dull roar your autocar makes disappears. So does the tube. You find yourselves floating in midair – you, your gear and your autocar. You begin falling. Down, down, down. Between screams you see the pretty buildings*

*around you, and you marvel at the maze of transit tubes above you.*

*Wham! Your lives pass before your eyes.*

*You have stopped falling. You and your gear are sitting in what was once an autocar. Destruction of Computer property is treason.*

The results of this little escapade are left for you to play with.

# 30. Mission Design

Take a peek over that GM screen. See that ravening horde of eager *PARANOIA* players, sweaty paws clutching their dice and their crumpled character sheets. They're scrawling poorly-phrased secret messages on little notes (*'i shoot him w/ lazer pitol then say some1 else did it'*) and already hunting for the weakest member of the group, who they will cook and eat after the game. They're raving monsters, hyped up on paranoid giggling and sugar-heavy products.

Don't fear them. They are weak-minded and easily led. They're your performing seals and you've got to dig up some hoops for them to jump through. Your mission as GM is to provide a number of tasks for the players to attempt to complete. These tasks will reward the players for working together or screwing each other over, for wild creativity and deranged inspiration, and for barefaced lying and doublethought.

In each scene, you'll need something for the Troopers to do. You can get a lot of mileage out of standard police tasks, given an Alpha Complex spin. Classic police-show tropes like:

- 👁 Pulling over a speeding vehicle
- 👁 A drugs bust
- 👁 A bank raid
- 👁 A stakeout
- 👁 A mugger in an alleyway
- 👁 A riot

- 👁 Protecting a dignitary
- 👁 Meeting with an informant
- 👁 Tracking down stolen goods

These can all be given a thick coating of Alpha Complex paranoia to make them into fine tasks for a Trooper team. For example, the mugger in the alleyway might have stolen his victim's ME card and is now claiming to be the higher Clearance victim (identity theft and GBH, the swine, with a handy half-brick applied to the mouth wrecking any attempts to use tongue tattoos as an identifier. The dignitary is an eccentric and unstable R&D researcher who wants to use the Troopers as test subjects. The riot's caused by a Mystic plot involving hallucinogenic gas. The stolen goods are a highly unstable mutagenic compound that's going to explode and turn lots of people into freakish mutants.

Once you've got your premise for the scene, you need to throw in some complications. If the Troopers are working against each other in the scene (*'you'll be rewarded for every traitor you arrest'*), then the complications should give them an impetus to work together (*'one of the traitors is a super-powerful mutant who can kill a lone trooper'*). If the team's supposed to be working together (*'you've all got to guard this informant'*), then the complications should split them up (Secret Society missions are great for this; one Trooper is ordered to kill the informant, another

to recruit the informant, a third to discredit him and so forth). Basically, there should always be a reason for the team to work together, but there should also always be a reward or motive for betrayal. If you do nothing but divide the players, then there's no paranoia as they're always trying to eliminate or screw each other. If you do nothing but unite them, there's no impetus for treachery. The enlightened GM moves like the ocean waves, sometimes demanding teamwork, sometimes lavishly rewarding treachery.

You should also throw a random factor or three into a scene; anything to make the players' lives more interesting. A mob of demonstrators from the Anti-Bot League, a leaking oil pipe that makes everything super-slippery, an invisible Commie saboteur, experimental equipment, a lost transbot zooming through the crime scene, ninjas, an undercover IntSec quality assurance assessor, a swarm of feral scrubbots, a really strong magnet in a nearby lab... anything that can throw a spanner into the best-laid plans.

A mission involves a number of semi-related scenes, each of which poses a challenge for the Troopers. If you can string these scenes together into a semblance of narrative, then go for the Investigation or Assignment approach. If inspiration doesn't strike and you've got nothing but unrelated vignettes, go for the Procedural approach.

## 30. MISSION DESIGN

### Random Trooper Task

Roll	Task
1	Patrol the edge of the sector, paying particular attention to the security checkpoints and gun emplacements guarding the exits to Outdoors and the Underplex.
2	We've received a bomb threat, suggesting there's a time bomb in Troubleshooter HQ. We can't afford to shut the HQ down unless there's a confirmed threat – off you go to investigate. Oh, don't mention the bomb to anyone, we don't want to cause a panic.
3	A scrubbot just discovered a large cache of uneaten mood stabiliser food supplements. Someone responsible for food production in the sector is sabotaging HPD&MC protocols by not adding mood stabilisers. Find them and any hyper-labile citizens.
4	Citizen Winston-Y-SMT has been deemed an unperson. Erase all evidence of his existence. You should start by finding him.
5	Six Troubleshooter teams vanished in the same corridor. Find out what's killing them and deal with it.
6	Guard this vending machine. Do not use the vending machine. Do not let anyone else use the vending machine. Don't ask any questions.
7	Transport a perfectly ordinary glass of water from one room to another room down the corridor.
8	Transtube C17-DELTA is closed for repairs. Unfortunately, the message from Power Services was delayed, so we didn't know about the closure beforehand and now traffic's snarled up across the sector.
9	There's a really, really weird smell in one of the corridors. Find out what's causing it.
10	Discover the source and meaning of the cryptic graffiti that's been seen all over the sector recently.
11	We have an informant in the Romantic Secret Society who's leaked the location of a cache of Old Reckoning contraband. It's in a very, very obscure and dangerous place, but to protect the identity of our informant, we need you to discover it <i>accidentally</i> . So, go wander around the nuclear waste dump until you stumble into something.
12	A tipoff implies that the VIOLET general of this sector's Armed Forces detachment is a high-level Psion agent with a second brain. Investigate this without alarming the Armed Forces. They're twitchy.
13	A PLC firm is late delivering today's consignment of doughnuts to Central Cafeteria. Go down there and arrest a few of 'em, keep 'em on their toes.
14	It appears that the Confession Booth down on level 14 was malfunctioning, and reported everyone who used it as a Commie Mutant Traitor. We need you to investigate the citizens we terminated and find evidence justifying their termination.
15	Identify and arrest the joyriding Death Leopard who keeps speeding down Transtube 16a in stolen vehicles.
16	Something exploded. Or went wrong. We don't know what happened, because whatever it was took out all our security cameras. Off you go.
17	One of our flybots is missing. Find it.
18	A shipment of left-handed blivet drivers was stolen from a PLC warehouse. Investigate. Oh, and find out what a left-handed blivet driver does – it sounds treasonous.
19	Go march up and down the corridor and harass passing citizens.
20	Disturbance in progress. Quell the disturbance and find out the root cause.

### Random Location

Roll	Location
1	The basement of IntSec Central.
2	An INFRARED television auditorium.
3	A cafeteria during dinner hour.
4	A RED Funball court.
5	The coolant tower of a nuclear reactor.
6	An ORANGE elevator.
7	The shiny new PLC mall.
8	A YELLOW hair salon, equipped with the latest in groomingbots.
9	Atop the dome, amid the lightning conductors and anti-ICBM gun emplacements.
10	A GREEN gated housing corridor.
11	Inside the five-dimensional tesseract generated by an out-of-control R&D experiment.
12	The local BLUE watering hole.
13	A cloning facility run by the Clone Arrangers.
14	An exclusive INDIGO club, where the elite meet to complete forms.
15	Inside a very, very, very narrow access shaft where someone died a long time ago.
16	A VIOLET office, all wood panels and old books.
17	An Armed Forces armoury.
18	An ULTRAVIOLET conference room, far beneath Alpha Complex.
19	In a secret passage that opens into the Trooper's quarters.
20	Outdoors.



## Random Complication

Roll	Complication
1	Sabotage by a Secret Society.
2	Hallucinogenic drugs or subliminal imaging.
3	Customer Satisfaction Surveyors who won't take no for an answer.
4	Flooding and leaks of radioactive material.
5	A Machine Empath who just discovered his mutant power.
6	Budget cutbacks.
7	Someone stole the Duty Officer's sandwich, and no-one's getting any help until he gets it back – or another one just like it. Unfortunately, the sector's out of ham.
8	All the SecuriCar bot brains are infected with an annoying virus.
9	Random power outages.
10	Today's ComCent operator is Mrs. Malaprop.
11	It's the day of the big intersector FunBall match, or a Teela-O concert, or a 5% Off Bootlaces sale at Mac-Y's. Either way, the corridors are packed solid.
12	Rabid vending machines. Maybe even <i>were</i> -vending machines. Is it a full moon? Who knows!
13	Someone at Armoury replaced all the Troopers' cones with rubber cones.
14	There was something really funny in the Hot Fun this morning. Everyone needs frequent bathroom breaks.
15	A bunch of Troubleshooters on an unrelated mission.
16	There's a rumour going around the sector that one of the Troopers is actually the KPXM Traitor on the Trot, a promotion by the sector's radio show. If you catch the KPXM Traitor on the Trot, you win a prize!
17	A Psion Control is beaming the <i>Internationale</i> into everyone's heads. Anyone who doesn't watch their lips starts whistling a Commie anthem!
18	A mix-up at Tech Services, Paint Maintenance painted a big INDIGO line down the middle of the sector's main thoroughfare this morning.
19	Trooper fitness levels are dropping; everyone must do callisthenics every 30 minutes.
20	Batclone's loose in the sector.

## Assignments

Conventional missions are easy to plot – the Troopers are ordered to report for a briefing. They're briefed on the task they must perform, issued both basic and experimental equipment, then sent off to –

**Plain Fans of Paranoia:** *Hang on, this is the Troubleshooter mission scheme again!*

**Famous Game Designers:** Yeah, we're rumbled. You can run any Troubleshooter mission as a Trooper mission just by changing the names a bit and making the whole thing sound more serious. Maybe mention 'crime' or 'investigate treason' or 'Commie breakfast cereal' or 'Project SAPPHIRE GOAT'; but it's really just a Troubleshooter mission with more firepower.

**Undercover missions** are great fun, especially when the Troopers

- can't trust their undercover contacts.
- are infiltrating their own Secret Societies.
- are sent by the group they're infiltrating to infiltrate someone else.

- have to put on absurd accents the whole time.

You may need a flowchart or other handy reference to keep track of who the PCs are supposed to be at any given point. Under no circumstances should such a handy reference be shared with the Troopers.

**Community Outreach missions** are all about the Sector Indices. Oh no! The Happiness Index is under approved levels! Quick, Troopers, off you go to sort this terrible problem out! Maybe we'll give you a specific method for raising happiness, like telling you to organise a Teela-O-MLY concert for the proles, or maybe we'll just leave it all up to you! Untrained social engineering is fun fun fun!

You can also temporarily assign the Troopers to **Task Force missions**. IntSec's discovered that a cell of Commies has a base in one of the Abandoned Sectors. The Troopers are given a woefully inaccurate, out-of-date map of the area and told to plan a way to storm the base and arrest everyone inside. Give the PCs enough firepower and responsibility

to get themselves into real trouble. You can apply this principle to other missions, like stopping a riot, traffic patrol, bodyguard duty or ceremonial honour guard of the High Programmer's Very Awkward and Vulnerable Prized Possession.

## Investigations

For investigations, start with an initial crime – say, a Food Vat supervisor got shoved into the Food Vat by a disgruntled employee. Cover it up. Now add two or three related events, and two or three utterly unrelated crimes. You end up with a rich tapestry of lies. Now, feed that through a lawnmower and give the Troopers one thread to follow. Confusion (of motive), contradiction (of evidence) and condemnation (of absolutely every crime, real or imagined) must be your watchwords.

Remember to include both **clues** and **evidence** in your investigations. Remember, clues are the flippers of fate that punt the Troopers, pinball-like, to the next scene and are easy to find and interpret. Evidence is the spoor of treachery that exists to be smeared onto convenient suspects. A ratio of

## 30. MISSION DESIGN

one clue to three or four bits of evidence should do.

Remember, the final crime that the Troopers pin on someone may not be the same as the one they were initially sent out to investigate, and it certainly may not be one they've actually *solved*.

### Procedurals

If you can't be bothered tying everything together, just go with the 'procedural' or 'slice of life' approach. Follow the Troopers through an average duty cycle and see how many survive. The Troopers get bounced from Code Alert to Code Alert. One scene, they're overseeing the cleanup of a briefing room where a whole Troubleshooter team died in a crossfire; next, they're chasing after a Death Leopard carjacker who's driving the Commissioner's brand new autocar through the R&D test lab; after that, they're ordered to find who's been putting FizzWizz in the High Programmer's shower head. Each task has no direct connection to the one before, although you can hint that there's some greater, sinister plan that links all these disparate encounters into one portentous conspiracy.

We encourage – nay, demand that – you to overload your Troopers with problems. Treat them like a game of psychological *Buckaroo*. Don't send them to investigate a fire in an R&D lab, then track down a lost Junior Citizen and bring him back to the crèche, and then send them off to quell a riot. Instead, they go to R&D, where they're loaded down with experimental equipment, then they pick up the kid, but as they're heading back to the crèche they're diverted by Central to deal with the riot. Now, combine *'Junior Citizen who's eager to help his heroes, the Troopers'* with *'dangerous riot'* and *'experimental equipment in the back of the SecuriCar'*.

Keep loading added complications and tasks on until something breaks.

### Building a Trooper Game

So, once you have a few scenes and a way to link them together, you need to build that into a game. Well, so we suggest, anyway. Many respected and much-loved *PARANOIA* GMs do everything on

the fly. Hell, preparation sounds like a lot of work.

We shall therefore attempt to condense 'preparing for the game' into 'filling out a half-page form'. The form in question is the 'Mission Statement'. Permission to photocopy for personal use, © *Mongoose Publishing*, all rights reserved, you have the right to remain silent.

### Clone Budgets

The clone budget serves three functions. First and foremost, it's a safety net for the Troopers. *INTSEC* games are supposed to go on longer than *TROUBLESHOOTER* games, and Troopers start with fewer clones. The clone budget shields the Troopers from the effects of random mischance and 'random' accidents.

Secondly, the clone budget forces the players to be more creative when it comes to eliminating others. They can't just shoot a Trooper in the back or push him down a lift shaft whenever the opportunity arises, as such deaths come out of the clone budget. They have to either arrange for accidents outside the normal line of duty, or else pin treasonous deeds on him.

Thirdly, the clone budget's another thing for the Troopers to fight over. Remind the players that every death taken out of the clone budget brings them *all* one step closer to losing clones from their personal allocation. If someone drinks all the free beer too quickly, then everyone's got to break into their own personal liquor stash early.

The clone budget allocated depends on the lethality of the mission. Setting it at half to two-thirds the number of players works for a Procedural or Investigative mission; give enough for everyone to have one or more replacements on combat-heavy missions. If you're running a lengthy campaign, the clone budget can be increased to keep vulnerable players alive a bit longer, then cut down to the bone in the final missions.

### Termination & Arrest Quotas

These quotas allow you to moderate player behaviour through conditioning

and rewards. A low Termination Quota means that everyone has to keep their cone rifles stowed and use cunning instead of violence. A high Quota means that Troopers will be stuffing everyone they meet into a cell or a body bag (or both).

Team quotas force the players to work together (and encourage them to turn on anyone who's not pulling their weight). Individual quotas drive them apart and encourage kill-stealing and sabotage. Choose the form of behaviour you wish to engender and tick-tick-tick your way to obedient players.

The Termination and Arrest Quotas should be vaguely scaled to the number of NPCs in the mission. If you sent the Troopers into the sewers where no-one lives, then giving them a Termination Quota of 6 means that they're going to start blowing each other into little wet bits (or trying to count cockroaches and sewer worms as valid kills). If you order them to arrest 544 people, then they're going to round up a bunch of INFRAREDs and charge them all with sedition. Tie the Quotas to the mission (or just randomly write in numbers and let the players worry about how they're going to terminate the entire population of the Earth 16 times over and then arrest traitors).

### Sector Indices

Sector Indices are the big guns. If you bring Sector Indices into the game, then you force the Troopers to deal with them. Sometimes, this is exactly what you want – you want them to spend half their time blazing away at Commies, and the other half repairing the damage to Happiness and Loyalty caused by their excessive violence. Sector Indices can be an amusing see-saw of death and have lots and lots of scope for betrayal, manipulation and weird ideas.

If you don't want the Indices to be a sideshow, then just don't include them on the Mission Statement. Assume some other poor band of Troopers drew the short straw this duty cycle and have to balance the books. A nice little intimately paranoid murder mystery doesn't need the PCs running off every five minutes to organise Spontaneous Loyalty Parades.





If the Troopers are being sent Outdoors, then the Indices are meaningless. Only include Indices if you're going to give the players lots and lots of chances to mess them up.

## Sticking It All On the Mission Statement

You'll want a big stack of blank mission statements prepared before the game (in fact, you'll want a big stack of all the forms from page 169 onward). Fill out any missions, quotas, clone budgets, Sector Index targets or other important information for the Troopers and give it to them early in the game. It'll remind them of what they're supposed to be doing and what they're clearly *not* supposed to be doing.

If you have to, you can have Central or The Computer or a higher Clearance citizen contact them and chivvy them back to the plot, such as it is, but remember that BLUE Clearance IntSec Troopers are supposed to have a lot more independence and leeway than lowly Troubleshooters. If they drift from the plot and the path of sanity, let them – just tap your finger meaningfully on the Mission Statement a few times, and they should come running back.

## Where Are These Guys?

In previous *PARANOIA* missions it has been customary to assume the characters are off-duty somewhere, snoozing, queuing up for drug therapy or watching Teela O'Malley. Now that the PCs are BLUE Clearance types, they are usually summoned only while on-duty. Oh, sometimes they'll be interrupted by an emergency bulletin while lounging in their private saunas, or

called away from their specially prepared gourmet-food-and-Happy-Fizz soirees, or gently prodded to wakefulness by deferential RED batmen. But generally their assignments reach them while they are at their duty offices at Central or on patrol in their SecuriCars.

Each BLUE Trooper has his own private duty office with a desk, monitor, research console and comfortable furniture. A small adjoining room is provided for napping when emergency conditions require his extended presence at Central.

When a Trooper is not at his desk, he is usually in the Duty Ready Room, where Troopers gather to chat and informally exchange ideas and rumours, or in the Trooper's Lounge, where a giant vidscreen constantly replays classic Computer propaganda films, and tasty snacks and beverages are served. He may also be sleeping in his quarters, which are probably in Central.

Troopers may also be on patrol or on an assignment when they receive a mission bulletin. They may either be in an autocar of some kind, or they may be on foot in a HIL Sector locality when the bulletin is broadcast through both their helmet and autocar com units. Depending on the priority of the mission bulletin, they may have to respond immediately or can respond at their convenience. For example, if the Troopers are polishing a High Programmer's Delta 666 Cruisomatic autocar when they receive a bulletin requesting aid for a team of beleaguered RED Clearance Troubleshooters, they may be forgiven if they are less than prompt in their response.

Encourage the players to roleplay their responses to bulletins according to the activity the bulletin interrupts. Take a few seconds and set the stage before reading:

*You are all sitting around a table in the Duty Ready Room playing Bake the Traitor. You [point at Player A] just won his [point at Player B] identification papers in the last round, but this round you [point at Player B] have drawn a winning hand – two Independent Sources, a Mutant and a Material Witness. The rest of you are sitting in your skivvies, hoping for a change of luck.*

*And then, suddenly... a bulletin!*

The behaviour of NPC fellow officers is an effective model and inspiration as you are establishing the tone of the campaign. For example:

**Bulletin:** Go there and do this immediately!

**Veteran Trooper:** *(Yawn. Peers up regretfully from the massage table, then beckons to rookie partner).* Here. Hold my Bouncy Bubble Beverage while I go see if I can find my gun.

Or...

**Bulletin:** Go there and do this immediately!

**Gung-Ho Trooper:** *(Snaps to attention from the edge of his seat in the Duty Ready Room.)* Yessir! Right away! Shake a leg! Double-time down to the autocar while I radio ahead for combat strike force support...and look smart with that laser cannon, Trooper, unless you're eager to get back to swabbing vats...

## Twenty Mean Tricks

Roll	Mwhahaha
1	Pass a note to one of the players. The note just says 'read this note, nod and put the note in your pocket.' Award the player some Perversity.
2	Roll a die. Place it in the middle of the table. Every few minutes, decrement the number shown by one as if you're using the die to count down to something.
3	Mention some obscure detail of the scene ('you notice the rear left leg of the briefing officer's chair is scratched and dented'). Draw the players' attention to it again and again.
4	One of the Troopers gets a call. When he answers, he just hears a bang and a thump, as if some contact of his was murdered just as he was trying to call the Trooper. Smile and nod at another player, implicating him in the murder.
5	The Troopers hear a beeping noise. They can't find what's beeping or pin down its origin. Beep every so often.
6	Ask for the Trooper's marching order (if on foot) or ask everyone to describe <i>exactly</i> where they're sitting (if in a SecuriCar). Note it down. Nod sagely.

## 30. MISSION DESIGN

Roll	Mwhahaha
7	The Computer contacts one of the Troopers and asks him if there's anything he'd like to confess. No? Are you sure? How about I just stay on the line, then, in case you change your mind. Confessing now will make it easier... in the long run.
8	When a player declares some innocuous action (' <i>I check the desk drawer for clues</i> '), you suddenly become flustered, check your notes, curse under your breath, check the rulebook, then your notes again, then call the player out for a private conference. Make it appear that the player's just done something unexpected that blows your mission wide open.
9	The Troopers see the same scrubbot everywhere they go.
10	Ask a player ' <i>how many clones has your character got left?</i> '
11	Print out a fake sheet of notes with a threatening heading, like ' <i>Transtube 23 – Tube of Death</i> '. Make sure you leave the sheet somewhere that the players can read the heading. Then the Troopers get a message sending them to Transtube 23.
12	Ask which of the players did something innocuous, like ' <i>who had Hot Fun in the cafeteria?</i> ' or ' <i>who sat on the left-hand side of the autocar.</i> ' Make a note of this. Call for Macho rolls. Note the results.
13	Call one of the players out of the room for a private conference. Tell him to stay there. Go back to the rest of the players. Run the game for a minute or two. Call the other player back in. The isolated player will worry about what happened in his absence.
14	Ask one of the players if he's using Machine Empathy, then look sheepishly embarrassed as if you meant to whisper the question to the player.
15	Ask ' <i>are you sure?</i> ' when one of the players does something innocuous and innocent, like buying a drink from a vending machine. Ask him <i>exactly</i> how his Trooper is doing the utterly trivial thing. Roll some dice. Look amused.
16	There's a hole in the corridor floor (ongoing maintenance work). There's a narrow rope bridge across the hole. Who's going first?
17	An absolute classic – suddenly, all the lights go out for 30 seconds.
18	Say ' <i>anyone who asked about the thing with the [innocuous item in the room], the answer is yes, it can, but only under extreme pressure.</i> ' Watch everyone look around trying to work out what the thing is, who asked about it, and what might it do under pressure.
19	The Troopers run into something absolutely bizarre, like a free-standing column of water, a shed human skin, an abandoned antique record player, or a door leading into a gigantic gothic cathedral.
20	Smile and nod.

### Filing the Final Report

After a mission, the Troopers need to file a final report. Actually, the Lead Trooper is the only one who *has* to send in a report, but others may submit material if they wish. Treason Points and Commendations may be awarded based on the Lead Trooper's recommendations. You can either call the Trooper aside and have him present the report verbally, have him write it up and email it to you, or let him proudly give his report in front of the rest of the team.

### Where Are These Guys, Redux

After every mission, the Troopers head back to Central. They strip their armour off, hit the showers, and then it's off to the cafeteria for a bang-up meal or down to *Blue's Booze* for a nice relaxing hit of Rolactin-and- tonic. If they've done a good job, maybe the Duty Officer buys them dinner out of his own pocket.

At least, that's the plan.

What generally happens is that grudge-bearing Troopers go back to Central,

wait for other Troopers to strip off their armour, and then the concealed laser pistols come out. Do you want the *PARANOIA* game to turn from '*a series of unfortunate missions*' to '*spy vs heavily armed spy*'? If you don't, then remember that the Tension level in Central is pretty high and will get higher as soon as bodies start turning up (If the Troopers persist in breaking the law, then it may be time to dig out the Heist rules).

### From the Files of Internal Security

Here are a few missions that we were too lazy to complete. I mean, for inspiration.

### The Bus That Couldn't Slow Down

**Mission:** A fiendish PURGE agent has placed a bomb on a transbot. The bomb will go off if the transbot drops below ludicrous speed. There's a highly valuable McGuffin – say, an R&D gadget, or a briefcase containing irreplaceable CPU files – on the transbot, so they can't let it blow up. The Troopers have to rescue the McGuffin, disarm the bomb, rescue the

trapped citizens and give the transbot a speeding ticket.

**Complication:** The passengers on the bus have been told that the bus has been commandeered by Internal Security for a high-priority mission and that anyone trying to stop the bus is a Commie Mutant Traitor and must be shot.

The PURGE agent is a Trooper. Or one of the HPD&MC news teams covering the runaway transbot.

The bus' bot brain suffers an existential crisis.

The McGuffin gets activated.

**Resolution:** The Troopers get onto the bus and disarm the bomb heroically. The Troopers manage to retrieve the McGuffin, then divert the transbot into an unoccupied transtube. The Troopers track down the PURGE agent and get the remote control code for the bomb. The Computer orders the Troopers to pick one of the team to drive the bus into a very deep pit.



**Staging Hints:** Have a nice little floorplan of the bus. Treat the bus's speed like Tension – use a d20 to measure the bus's speed. If a Trooper's trying to do something heroic like jump onto the bus, but he rolls under the speed number, he gets stymied by the bus's speed and ends up hanging onto the side or something.

## The Happiness Patrol

**Mission:** R&D has developed a new way of measuring happiness through brainwaves (yay)! But according to their readings, everyone in the sector is desperately unhappy (boo)! Something must be done! The Troopers are issued with a Happiness Detector and told to seek out the ultimate source of this unhappiness.

**Complications:** The Happiness Detector doesn't actually detect happiness. It picks up on some other brainwave pattern or radiation. Maybe it detects psionic activity, or the smell of cheese, or boot fungus.

All the other Service Groups are blaming each other for the lack of happiness, and are trying to rectify the situation. There are roaming bands of CPU Customer Service Surveyors, HPD&MC Smile Teams, PLC's giving away free stuff, and the Armed Forces marching bands are desperately playing cheery anthems.

The sector's being invaded by mutant monsters, which can be detected by the Happiness Detector. They show up as very happy citizens, so terminating them will actually make the sector appear *more* unhappy.

**Resolution:** R&D deploys a robot made out of candy and joy to kill everyone in a happy way.

The Troopers work out what the Happiness Detector detects, and gets everyone in the sector to put out the 'right' sort of brainwaves.

The Computer redefines 'happiness' as 'fatalistic acceptance of the inevitable.'

**Staging Hints:** Cover the walls with inspiring posters, with messages like 'SMILE' or 'HAPPINESS IS MANDATORY' or 'A LOYAL CITIZEN IS A HAPPY CITIZEN.' Give the players a prop for the Happiness Detector, like an old remote control or a mobile phone.

## 24 Hourcycles or Thereabouts

**Mission:** A real-time INTSEC game. Put a clock on the table. Announce that in, say, three hours time, a Commie nuke will wipe out the whole sector, or that there'll be a bioweapon attack, or that some weird phenomenon will steal everyone's socks. Whatever. The gimmick is that the team's up against a time limit.

**Complications:** Paperwork. Lots and lots of paperwork. I don't care that the sector's going to explode in 15 minutes, you've still got to fill out form 31/c, *Request for current time*.

The existence of the upcoming catastrophe is Clearance BLUE, so the Troopers can't tell anyone below that Clearance about it. Of course, everyone with a higher Clearance is getting the hell out of Dodge before the boom.

**Resolution:** The Troopers hop into an experimental R&D time machine that sends them back to the start of the day.

The Troopers change The Computer's internal clock.

Jack B-AUR saves the daycycle.

**Staging Hints:** Take everything you can from 24 – traitors in Central, multiple conversations going on at once, a ticking clock every five minutes. Make sure that the chain of the investigation is so windy and complex that the Troopers keep thinking they're coming close to the end, only to find there's another conspiracy behind the one they just uncovered.

## The Blob That Came In From Outdoors

**Mission:** A horrible weird monster has penetrated Alpha Complex! This carnivorous blob – obviously a Commie Mutant Traitor, and totally not an R&D experiment gone wrong or a runaway

Armed Forces bioweapon or anything – must be found and destroyed! Kill it! Kill it with fire!

**Complications:** The blob can shapeshift and mimic humans. In fact, it's mimicking one of the Troopers *right now*. Whenever it kills a Trooper, it takes over that Trooper's shape.

The Sierra Club want to protect the blob, as it's a beautiful part of nature. The Servants of Cthulhu think that the blob is a shoggoth and want to recruit it.

The blob gets into the food vats. Which blob is the hideous killing machine, and which is the delicious strawberry-flavour Hot Fun? Can you afford to shoot them both?

**Resolution:** The blob is recruited into Internal Security and promoted to INDIGO Clearance.

The blob turns out to be vulnerable to one of the Troopers' mutant powers, like Cryokinesis or...ew... Matter Eater.

The blob grows until it can only be destroyed by zapping it with an orbital laser. Guess who gets the job of planting the targeting beacon on the blob.

**Staging Hints:** Have a card you can hand out to blob-consumed Troopers, informing them of their new blobby goals and powers. Ratchet up the paranoia as much as possible. Make sure that Troopers have powers that might be mistaken for blobbiness, like Stretchy, Polymorph or Rubbery Bones.

## And More...

- ☞ The Troopers are accused of treason, and have to go on the run while trying to clear their own names.
- ☞ A High Programmer is murdered inside a locked room. Whodunnit?
- ☞ The sector is taken over by revolutionaries. Whose side are the Troopers on?
- ☞ A Runner comes back from outside Alpha Complex, bringing news of another Complex just over the horizon. The Troopers are sent to investigate.

## 31. CAMPAIGN DESIGNS

### 31. Campaign Design

Traditionally, us Famous Game Designers have confidently asserted that *PARANOIA* can be run as a long-form campaign game, where individual missions are threaded like beads of ultraviolence along an intricate web of plots, where betrayals are not a spur-of-the-moment laser-blast-in-the-back but an extended ballet of slowly established trust and treachery. We would confidently assert this thing – ‘we’re confident you can run a *PARANOIA* campaign,’ we’d assert – but the truth is that running a *PARANOIA* campaign is damnably tricky.

The *INTSEC* rules are designed to make it a bit easier to run campaign games. How?

**Clone Budgets:** Clone budgets keep Troopers alive. You can just allow characters to purchase extra six-packs of clones or award extra six-packs as a reward for missions, but the clone budget keeps the edge of ‘*if I lose my last clone I die*’ while still providing a buffer against being wiped out too quickly. In a campaign, you want most of the Troopers to survive until the last game session.

**Central & The Supporting Cast:** Alpha Complex is a state of mind, and should never be mapped or pinned down. Central, though, should be a concrete entity, a real place that continues from game to game. The supporting cast of Central are NPCs that the players will interact with again and again. The Central NPCs remember their interactions with the Troopers, so the players can court allies and foster enmities with rivals.

**Goals:** Troopers may have longer-term goals, like rising in rank or escaping Alpha Complex, that cannot be accomplished in a single session but *might* be doable in a campaign. At most, only one Trooper should actually achieve his goal – it’s a game of dystopian horror with a laugh

track, after all – but you should ensure that everyone thinks they’ve got a chance of succeeding.

#### Campaign Building

**Running Plots:** There should be three or four plots in your campaign that carry on from session to session. Some of these will run for a few missions, only being replaced by other continuing plots. Others will run through the whole campaign.

- ☞ All the department heads in Central are vying for power, as the Commissioner’s hinted that he’s being promoted/retiring/due for termination. Who’ll come out on top? Each mission includes some added complication caused by Central infighting.
- ☞ Two Secret Societies have gone to war, and are each trying to recruit allies and steal weapons to crush the other. Every other Secret Society gets dragged into this underground turf war.
- ☞ There’s a mysterious uber-traitor somewhere in the sector – maybe even in Central – that is the head of a vast and sinister conspiracy. In each mission, the Troopers find more clues pointing to the conspiracy and the uber-traitor’s identity.

**Web of Intrigue:** Encourage the Troopers to find allies among the continuing NPCs. Secret Society contacts are a good start point – give each of the Troopers a Secret Society ally in or near Central. If the Troopers aren’t willing to talk, then have NPCs reach out to them (*‘hey, buddy, if you terminate that bastich who cut me off in traffic this morning, I’ll make sure there’s something in your locker at the end of duty shift tonight’*). Tie each Trooper to a few NPCs – and then start pulling the strings.

**Mounting Paranoia:** Early in the campaign, give the Troopers reasons to rely on each other, and don’t punish them for doing so. Let them build trust. Players come to the *PARANOIA* table assuming that everyone else is going to screw them over, and so never even come close to trusting anyone or anything. Break them of this assumption. Wear down their guard. Encourage and reward them for trusting each other... at the start.

Then let the knives come out. As the campaign goes on, reward betrayal more and more. Have previously-cherished NPC allies turn out to be Internal Affairs, or Commies. The level of paranoia among the players should ramp up nicely.

**Character Arcs:** Look at the goals for each character (and if a player didn’t pick any goals, let him do so in the middle of the campaign). Include ways for each player to reach their goal, but if possible, arrange things so that for one player to reach his goal, others must be denied theirs. For example, if one Trooper’s goal is ‘*escape Alpha Complex*’ and another’s is ‘*get promoted*’, then let the team find clues pointing to a secret way out of Alpha Complex leading to a community Outdoors. Let the ambitious character know that if he finds this community and leads the Armed Forces there, he’ll get promoted.

**The Climax:** The final session of the campaign is where everyone dies. Seriously. Well, dies or ends up broken/insane/demoted down to INFRARED/on the run forever. Things explode. The Computer crashes, Godzilla attacks. Be *final*. Don’t let the campaign peter out into petty betrayals and death-by-debriefing, go loud for the last session. Make it a memorable end.



## 32. Sample Troopers

### Johan-B-CDR-2

**Service Group:** Internal Security  
**Assignment:** Thought Survey  
**Credits:** 9,430  
**Tic:** Poor Impulse Control

#### Example of Tic in Use

Lead Trooper: So, the plan is that we attack the Commies-  
 Johan-B: Chaaaaarge! zapzapzapzap

#### ACTION SKILLS & SPECIALTIES

##### Management 09

Accusation 13  
 Moxie 13  
 Hygiene 01

15

##### Stealth 06

Surveillance 10  
 Sneaking 01  
 Spotting Secret Doors 12

##### Violence 04

Projectile Weapons 08  
 Energy Weapons 08  
 Fine Manipulation 01  
 Beat People Over The Head With My Cone Rifle 10

#### KNOWLEDGE SKILLS & SPECIALTIES

##### Hardware 04

Vehicle Ops 08  
 Habitat Engineering 01  
 Handbrake Turns 10

##### Software 04

C-Bay 08  
 Data Search 01  
 Vending Machine Reverse Psychology 10

##### Wetware 06

Medical 10  
 Outdoor Life 01

**Open slots for narrow Specialties:** 2  
 (Management, Wetware)

### Agatha-B-DVS-2

**Service Group:** Internal Security  
**Assignment:** Traffic Patrol  
**Credits:** 8,321  
**Tic:** Slightly deaf

#### Example of Tic in Use

Lead Trooper: Have you got the suspect in custody?  
**Agatha-B:** Have I got the suspect's custard? What?

#### ACTION SKILLS & SPECIALTIES

##### Management 04

Chutzpah 08  
 Paperwork 01  
 Creative Interpretation of Traffic Regulations 10

##### Stealth 08

Sneaking 12  
 Shadowing 01  
 Spotting Cover 14

##### Violence 05

##### Projectile Weapons 09

Demolitions 09  
 Vehicular Combat 09  
 Unarmed Combat 01

11

#### KNOWLEDGE SKILLS & SPECIALTIES

##### Hardware 05

Vehicle Ops 09  
 Nuclear Engineering 01

11

##### Software 07

Vehicle Programming 11  
 C-Bay 01  
 Accidentally deleting files 13

##### Wetware 04

Suggestion 08  
 Bioweapons 01  
 Planting DNA evidence 10

**Open slots for narrow Specialties:** 2  
 (Violence, Hardware)

### Tom-B-DED-2

**Service Group:** Internal Security  
**Assignment:** Internal Affairs  
**Credits:** 9,988  
**Tic:** Incredibly paranoid

#### Example of Tic in Use

**Citizen:** Hi!  
**Tom-B:** Just what you mean by that? Who have you been talking to? Answer me!?!

#### ACTION SKILLS & SPECIALTIES

##### Management 08

Bootlicking 12  
 Interrogation 12  
 Oratory 01

14

##### Stealth 04

Focussed Paranoia 08  
 Sleight of Hand 01  
 Watching People Out Of The Corner Of Your Eye 10

##### Violence 10

Projectile Weapons 14  
 Thrown Weapons 01  
 Ducking At The Right Time 14

#### KNOWLEDGE SKILLS & SPECIALTIES

##### Hardware 04

Operate Power Armour 08  
 Jetboot Flight 01  
 Hotwiring Doors 10

##### Software 05

Video Editing 09  
 Operating Systems 01  
 Carefully Placing Dust Specks On Your Keyboard In Central So You Can Tell If Other People Were Using It 11

##### Wetware 04

Cyborging 08  
 Bioweapons 01

10

**Open slots for narrow Specialties:** 2  
 (Management, Wetware)

## 32. SAMPLE TROOPERS

### Tom-B-DED-2

**Traitorous Deed:** Several of your known associates were convicted as traitors.

**Goal:** Eliminate everyone else in the team

**Perversity:** 30

**Mutation:** Adhesive Skin

**Society:** Anti-Mutants **Rank:** 10

**Secret Skills:** Power Studies 12, Comic Book Trivia 13, Twitchtalk 05

**Propaganda Known:** Anti-Mutant 07

#### IOUs

Romantics  
Death Leopard

#### Owed

Sierra Club  
Romantics

#### Background

When you were a Junior Citizen, a wise old clone said to you, 'son' he said (before he was reported for inappropriate salutations), 'son, it's a dangerous Complex out there. If the Commies don't get you, The Computer will. Watch your back.'

You took his advice to heart, and wormed your way into a position where you could hide from as many dangers as possible. You're an Internal Affairs agent for IntSec, the secret police's secret police. You were safe. Then it turned out that everyone else in your office was a damn Spy for Another Complex. They shut down your Internal Affairs section and transferred you to the field. Nooo! People get shot in the field! You've dedicated your whole career to staying out of the field!

#### Secret Society Instructions

Being in IntSec is a great opportunity to hunt those muties! If you find any muties, make sure they suffer for their crimes against genetics.

#### Equipment:

- ☉ X-317B full combat armour
- ☉ Security Helmet
- ☉ Jackboots with magnetic grapples and jet propulsion upgrades
- ☉ Cone Rifle with Firepower Control attachment
- ☉ Trusty Truncheon
- ☉ Notebook and pen
- ☉ ME Card Reader
- ☉ Experimental Anti-Mutant Aerosol

### Agatha-B-DVS-2

**Traitorous Deeds:** Suspected of having taken a large bribe, caught by an IntSec agent trying to make contact with a Secret Society.

**Goal:** Overthrow Alpha Complex

**Perversity:** 30

**Mutation:** Stench

**Society:** Communists **Rank:** 09

**Secret Skills:** Oratory 08, Traitor Maintenance 09

**Propaganda Known:** Communist 06

#### IOUs

Communists  
Leopard  
Free Enterprise

#### Owed

Death  
Anti-Mutant

#### Background

Comrade! You are deep cover Agent KAFKA, heroic spy of the people embedded deep in Capitalist apparent! You are pretendink to be oppressive cryptofascist running dog policeman who protects bourgeoisie ruling classes from rightful wrath of working class! But is only pretend! In truth, you are being loyal member of Communist party dedicated to overthrow of Alpha Complex and its corrupt capitalist regime.

The Commies pulled strings to get you assigned to the Troopers. You're not actually Agatha-B – she was *removed* by the Commies and you were given her identity. Regrettably, you suspect Internal Security to be monitoring you already – you must be careful to avoid around further suspicion.

#### Secret Society Instructions

The Communists need you to protect their members. If Internal Security manages to capture any Communist members, you must try to ensure the prisoners are freed – either by 'accident' or by proving their 'innocence'.

#### Equipment:

- ☉ X-317B full combat armour
- ☉ Security Helmet
- ☉ Jackboots with magnetic grapples and jet propulsion upgrades
- ☉ Cone Rifle with Firepower Control attachment
- ☉ Trusty Truncheon
- ☉ Notebook and pen
- ☉ ME Card Reader
- ☉ Communist Party Card

### Johan-B-CDR-2

**Traitorous Deed:** Claims to be INNOCENT of FRATERNISATION WITH THE ENEMY.

**Goal:** None

**Perversity:** 20

**Mutation:** Ink Spray

**Society:** Free Enterprise **Rank:** 08

**Secret Skills:** Hagglng 02, Advertising & Marketing 20, Forgery 09

**Propaganda Known:** Free Enterprise Propaganda 15

#### IOUs

Frankenstein Destroyers  
Humanists

#### Owed

Psion  
Romantics

#### Background

It's great being an IntSec Trooper. You get to boss people around, you get really big guns, the food's good. Your job mostly involves hitting people until they tell you stuff, and my, your job satisfaction is through the roof. There are downsides, though – there was that unfortunate misunderstanding back when you were a GREEN goon, where they found you naked with the rest of your team 'cos of a misunderstanding of hygiene regulations' (your *traitorous deed*), and you did lose a clone when you charged that rogue warbot. Overall, though, if you were filling out a Thought Survey of your life, you would be *quite satisfied*.

You're not that bright, but you know when you're onto a good thing. All you've gotta do is survive.

#### Secret Society Instructions

Free Enterprise want you to break a couple of citizens who haven't been paying their protection money, see. They'll send you a list of clones that need a stern talking to.

#### Equipment:

- ☉ X-317B full combat armour
- ☉ Security Helmet
- ☉ Jackboots with magnetic grapples and jet propulsion upgrades
- ☉ Cone Rifle with Firepower Control attachment
- ☉ Trusty Truncheon
- ☉ Notebook and pen
- ☉ ME Card Reader



## Andrew-B-RNK-3

**Service Group:** Internal Security  
**Assignment:** Compliance Directorate  
**Credits:** 7,655  
**Tic:** Terrible Southern accent

### Example of Tic in Use

**Andrew-B:** Holee Computer, boy, it's the dang po-leece! Open up, or I'll fill ya full of more lead than a pencil on MandatoryReportingDay.

### ACTION SKILLS & SPECIALTIES

#### Management 07

Ignoring paperwork and not getting blamed for it 13

#### Stealth 04

Concealment 08  
 Sneaking 01

10

#### Violence 07

Projectile Weapons 11  
 Energy Weapons 11  
 Macho 11  
 Fine Manipulation 01  
 Agility 01  
 Fire 'Bessie', your antique rifle 13

### KNOWLEDGE SKILLS & SPECIALTIES

#### Hardware 04

Vehicle Ops 08  
 Projectile Weapons Maintenance 08  
 Habitat Engineering 01  
 Bot Ops 01  
 Slow-Motion SecuriCar Jumping Over Things 10

#### Software 07

13

#### Wetware 08

Eat FunFoods Without Gagging 14

**Open slots for narrow Specialties:** 2  
 (Stealth, Software)

## Mick-B-LKR-3

**Service Group:** Armed Forces  
**Assignment:** Special Weapons Division  
**Credits:** 6,040  
**Tic:** Wild Mood Swings

### Example of Tic in Use

**Lead Trooper:** How do you feel?  
**Mick-B:** Fine. No, wait, ANGRY!

### ACTION SKILLS & SPECIALTIES

#### Management 04

Intimidate 08  
 Chutzpah 08  
 Bootlicking 01  
 Forcing Some Junior Clerk To Cover For You 10

#### Stealth 06

12

#### Violence 08

Projectile Weapons 12  
 Hand to Hand 12  
 Throw Weapons 12  
 Fine Manipulation 01  
 Field Weapons 01  
 Secondary Explosions 14

### KNOWLEDGE SKILLS & SPECIALTIES

#### Hardware 05

Weapons & Armour Maintenance 09  
 Bot Ops 01  
 A Buddy In The Armoury 11

#### Software 06

Video Games 12

#### Wetware 09

Biosciences 13  
 Outdoor Life 01

13

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

## Cagney-B-LCY-2

**Service Group:** HPD&MC  
**Assignment:** Public Hating Co-ordinator  
**Credits:** 8,744  
**Tic:** Persnickety bureaucrat

### Example of Tic in Use

**Lead Trooper:** Ok, so we break through the wall –

**Cagney-B:** Do you have a 32/b?

**Lead Trooper:** Whuh?

**Cagney-B:** A form 32/b, *Emergency Structural Reconfiguration Environmental & Cultural Impact Assessment*.

**Lead Trooper:** Er, not as such.

### ACTION SKILLS & SPECIALTIES

#### Management 09

Oratory 13  
 Interrogation 01  
 Knowledge of Obscure HPD&MC Forms 15

#### Stealth 04

Security Systems 08  
 Surveillance 08  
 Disguise 01  
 Sneaking 01  
 Spotting People In A Crowd 10

#### Violence 05

Projectile Weapons 09

11

### KNOWLEDGE SKILLS & SPECIALTIES

#### Hardware 04

Bot Operations 08  
 Chemical Engineering 01

10

#### Software 04

Data Analysis 08  
 Operating Systems 01  
 Buddies in the HPD&MC Media Department 10

#### Wetware 08

Forensics 12  
 Suggestion 12  
 Outdoor Life 01  
 Hormone Manipulation Through FunFood Diet Adjustment 14

**Open slots for narrow Specialties:** 2  
 (Violence, Hardware)

## 32. SAMPLE TROOPERS

### Cagney-B-LCY-2

**Traitorous Deed:** You expressed support for an individual later discovered to be a Traitor.

**Goal:** Restore Pile-U to power

**Perversity:** 30

**Mutation:** Doom Magnet

**Society:** Old Guard **Rank:** 08

**Secret Skills:** Con Games 08, Cooking 11, Hacking 10

**Propaganda Known:** Old Guard 15

#### IOUs

FCCCC

Computer Phreaks

Metal

#### Owed

Communists

Corpore

#### Background

This is obviously someone's idea of a joke. You're not an IntSec Trooper! You were a rising star over in HPD&MC, with an eye on your own television studio and your own creative team. You were doing really well in Hating Co-Ordination, you could really work the crowds into a furore of frothing loathing. Now, you're wearing this big heavy suit of armour and shooting people. Plus, the rest of your team are a bunch of loose cannons who have no idea how to properly follow proper protocols. These chaotic vatslimes would never survive in the HPD&MC bureaucracy!

#### Secret Society Instructions

You're not a member of a Secret Society – you work directly for a High Programmer. Well, an ex-High Programmer. You're one of Pile-U's inner circle and just as soon as he's restored to power, he'll reward his faithful servants. Currently, Pile-U's hiding out in the Abandoned Sectors, and he needs supplies. He's used to the best, so if you find any high Clearance food, drink or other luxuries, confiscate them as 'evidence'.

#### Equipment:

- ☉ X-317B full combat armour
- ☉ Security Helmet
- ☉ Jackboots with magnetic grapples and jet propulsion upgrades
- ☉ Cone Rifle with Firepower Control attachment
- ☉ Trusty Truncheon
- ☉ Notebook and pen
- ☉ ME Card Reader

### Mick-B-LKR-3

**Traitorous Deed:** Caused the early terminations of the 17<sup>th</sup> Vulture Airborne Suicide Squad.

**Goal:** Revenge on the system

**Perversity:** 30

**Mutation:** Teleport

**Society:** Sierra Club **Rank:** 03

**Secret Skills:** Survival 08, Botany 11, Bioweapons 13

**Propaganda Known:** Sierra Club 19

#### IOUs

Romantics

PURGE

Movement

#### Owed

Free Enterprise

Runners

Psion

#### Background

Boy, do you hate Commies. There's nothing you like better than to sink your teeth into – er, to arrest – Commies. Actually, deep inside you're a kind, friendly guy who's nice to children and helps senior citizens cross the transtube. It's just whenever you see a Commie Mutant Traitor, something deep inside you, something primitive, with big hairy knuckles and teeth and no forebrain comes to the surface. It's kind of embarrassing to have been transferred out of the Armed Forces for being too violent.

The Combat Quik pills you got sold by a damn Free Enterprise traitor don't help, either. They're just making your mood swings worse. Oh, sure they keep you alert and ready for action, but sometimes you black out and wake up sitting in a pile of assorted body parts with no idea who they belong to. Real disconcerting to a gentle soul like yourself.

#### Secret Society Instructions

The Sierra Club's heard that some cruel madman in R&D is capturing cute fuzzy creatures from Outdoors and using them in bizarre experiments. Find this monster and have him terminated.

#### Equipment:

- ☉ X-317B full combat armour
- ☉ Security Helmet
- ☉ Jackboots with magnetic grapples and jet propulsion upgrades
- ☉ Cone Rifle with Firepower Control attachment
- ☉ Trusty Truncheon
- ☉ Notebook and pen
- ☉ ME Card Reader
- ☉ IR-market combat drugs

### Andrew-B-RNK-3

**Traitorous Deeds:** Found in possession of Old Reckoning items, caught by an IntSec agent trying to make contact with a Secret Society.

**Goal:** None

**Perversity:** 20

**Mutation:** Adrenaline Control

**Society:** Sons of Southern Liberty (Romantics subfaction) **Rank:** 05

**Secret Skills:** Archival Studies 17, BBQing 10, Old Reckoning Culture 10

**Propaganda Known:** Romantics 06, Complex Laser Association 10

#### IOUs

Sierra Club

Computer Phreaks

C.L.A

#### Owed

Death Leopard

Spy for Another Complex

#### Background

Hi, y'all. Yer a member of yer friendly neighbourhood po-leece dee-partment, and it makes you as happy as an INFRARED in Vat Gruel! Sheee-oot, but it's durn excitin' to be a trooper. Why, if mah ol' clone brothers could see me now, they'd be as happy as a funbot in a Political Therapy ward!

Don't the shiny blue armour 'n' fancy ironmongery 'n' the neat helmet just beat all? And ya get ta terminate all the Yankee Commie mutants ya want, AN' ya get paid fer it, besides! Why, yer happier than a traitor with a lobotomy! Yee-hah!

#### Secret Society Instructions

The South may have fallen, but it will rise again!

Terminate all the Yankees! But first, find out exactly what a Yankee is! And while you're at it, find out what the South is and where it fell to.

#### Equipment:

- ☉ X-317B full combat armour
- ☉ Security Helmet
- ☉ Jackboots with magnetic grapples and jet propulsion upgrades
- ☉ Cone Rifle with Firepower Control attachment
- ☉ Trusty Truncheon
- ☉ Notebook and pen
- ☉ ME Card Reader
- ☉ 'I Love Grits' t-shirt
- ☉ Silver star
- ☉ Antique rifle





# 33. Six Clones Before Breakfastcycle

## Mission Statement

Code [7]/Code [ ] Location [ Patrol Route 9 ]

Duty Officer: \_\_\_\_\_ - - - - -

### Details:

#### TEAMWORK ENHANCERS

	YES	NO	CLASSIFIED
Cortex Bomb(s)	[ ]	[ ]	[X]
Surveillance Chip(s)	[ ]	[ ]	[X]
MemoMax Recording(s)	[X]	[ ]	[ ]
Directive Chips(s)	[X]	[ ]	[ ]

#### SECTOR INDICES

HAPPINESS	[8] Minimum	[5] Current
LOYALTY	[7] Minimum	[8] Current
COMPLIANCE	[8] Minimum	[5] Current
SECURITY	[7] Minimum	[10] Current

#### PERFORMANCE QUOTAS

ARRESTS	[0] Minimum	[N/A] Maximum	[X] Team [ ] Individual
TERMINATION	[0] Minimum	[N/A] Maximum	[X] Team [ ] Individual
CLONE BUDGET	[2]	[X] Team	[ ] Individual
TIME LIMIT	[0] days	[8] hours	[0] minutes

K76. The Troubleshooters have no idea whatsoever who K76 is, so they're grabbing random citizens and accusing them of being K76.

In fact, K76 is one of the Player Characters. The leader of the Troubleshooter team, Vince-R, has a description of K76. You'll need to write up a short note which hints at the PC's past treasonous associations – Secret Society membership, traitorous deeds, maybe a distinguishing feature or tic – mixed with lots of misinformation, wild speculation and lies.

## Secret Society Missions

**Give This Mission to whoever you've designated K76:** *Your Secret Society has given you a small package to pass onto another member. That member will covertly contact you and identify himself using the password 'CAUTERISE THE HELICAL BELT'. Protect him and secretly give him the package. Do not open the package.*

The package contains a remote control marked 'Property of R&D, VIOLET Clearance'. The results of randomly screwing with the remote are up to the GM, but should involve big explosions.

**Pro Tech/Frankenstein Destroyer/ Servants of Cthulhu:** An experimental R&D widget was stolen. We think someone on your team has it. Get it.

**Anti-Mutants/Free Enterprise:** Steal as many weapons as you can.

**FCCCPers:** get to protect Cecil-G or Milicent-Y respectively.

**Spies from Another Alpha Complex** get to help Harry-R.

**Death Leopard or PURGE:** Get the INFRAREDs to riot.

**Mystics:** Dose the INFRAREDs' night-night juice with this hallucinogen.

**Illuminati/Program Group/ Communists:** Here is a tape of subliminal messages. You will be sent to the local Broadcast Node; arrange for this to be broadcast.

**Sierra Club/Romantics/Humanists/ Runners/Psion/Corpore Metal/Anyone Else:** Bring down one of the Indices to help with our schemes. Mwahaha.

## Summary

It's an average night in Alpha Complex. The Troopers are on the nightcycle shift, wandering around the corridors patrolling for Commies and traitors when every good citizen should be tucked up in bed. They're sent from one incident to another, none of which have any real connection to each other. Chaos ensues.

The Happiness and Compliance Indices are below quota at the start of the

mission, so the Troopers will need to attend to those little problems. Most of the citizens in the sector are asleep, and waking lots of them up reduces Happiness and Compliance by –1 each. A tired citizen is a cranky citizen.

## Codename K76

Several times over the course of the patrol, the Troopers will run into a Troubleshooter team who are on a mission to track down an infamous traitor, who they only know as Codename

# 33. SIX CLONES BEFORE BREAKFASTCYCLE

## The Troubleshooter Team

Name	Role	Group	Notable Skills*	Mutant Power	Secret Society
<b>Vince-Y</b>	Team Leader	CPU	Intimidation 12	Ink Spray 16	Romantics
Pushy and arrogant, very much a Type A personality. Would make a pretty good Trooper, actually. He's got a slugthrower loaded with AP shells (W3K, AP).					
<b>Susan-O</b>	Hygiene Officer	R&D	Hygiene 14	Hypersenses 15	Psion
Very twitchy and paranoid about dirt. Cleanliness freak with no sense of boundaries. Carrying an experimental R&D cleaning device which vibrates dirt off its target.					
<b>Lucky-R</b>	Happiness Officer	PLC	Energy Weapons 15	Toxic Metabolism 12	Illuminati spy
Absolutely incompetent at everything – or so it seems. He's actually an Illuminati assassin and has a very powerful bomb hidden under his Reflec.					
<b>Keeble-R</b>	Comms & Recording	HPD&MC	Multicorder Editing 12	Acidic Blood 12	FCCC-P
The most annoying clone you've ever met. Speaks in a squeaky, whiny voice.					
<b>Olaf-O</b>	Loyalty Officer	IntSec	Focussed Paranoia 16	Teleport 10	FCCC-P
Bootlicker; wants to get all buddy-buddy with the Troopers as they're fellow IntSec agents. He's got a frag grenade.					
<b>Herbert-R</b>	Equipment Guy	Tech Services	Weapons & Armour Maint. 13	Stretchy 13	Anti-Mutant
Quiet, they'll say. Kept to himself, they'll say. Not at all the sort of clone you'd expect to climb to the top of the clocktower and start shooting people.					

All the Troubleshooters have laser pistols of the appropriate Clearance and a matching suit of Reflec, so they're not much of a threat to the Troopers (apart from Vince-Y's pistol, Susan-O's R&D gadget and Lucky-R's massive bomb).

## 1. Accidents Will Happen Tension 5

*'Code Alert 15, Accident at intersection of transtube 15-A-Niner and Corridor 453, level 4.'*

The Troopers arrive at the scene to find a truckbot with a YELLOW autohack jammed into its rear end. The two vehicles have already been lifted out of the transtube by a Power Services towbot and dropped in a lay-by. Five somewhat stunned and whiplashed Troubleshooters are staggering around, rubbing their necks and nursing various minor injuries. The remains of the team leader are slowly dripping from the back of the truckbot; he was catapulted through the windshield at high speed when the AutoHack ran into the transbot.

**Questioning the Witnesses:** The Troubleshooters are all blaming the AutoHack, or the dead Team Leader, or Commie sabotage by the mysterious K76. The AutoHack's bot brain got squished in the accident, and now thinks it's a High Programmer at a very snooty restaurant. *Bring me the wine list, peon.* The TruckBot's not sure what's going on

at all – its rear sensors were destroyed, so all it knows is that it *hurts, oh ford the pain, what happened to my rear wheels.* It was bringing an important delivery of weapons to a local Armed Forces base and can't be late.

**The Return of Vince-R:** After a few minutes, the replacement Vince-R-2 arrives. He's furious at being killed and wants the Troopers to impound the TruckBot for deliberately colliding with the team's AutoHack. They're on a *very important mission* to locate a *fiendish Commie Mutant Traitor* and this truckbot must be in league with him.

**The Truckbot's Cargo:** The truckbot's loaded with laser rifles and BLUE barrels. Unless the Troopers keep careful watch, the Troubleshooters will try to steal a few BLUE barrels from the scattered cargo.

**Central Complaints:** If the Troopers hang around too long, or report the accident to Central, then they're contacted and told to bring the truckbot's cargo down to an Armed Forces depot. No transports are available, so they'll have to either repair the bot themselves or carry the cargo.

The bot is repairable, ish. The Troopers can fix it and drive it, but it moves no faster than an idle stroll and makes an infernal racket. The bot brain complains about every inch travelled.

**Sector Indices:** Failing to deliver the lasers, or letting the lasers fall into the hands of any dodgy third parties reduces the Security Index by -2.

## 2. Give Us Teela-O Tension 8

As the Troopers are dragging the crates of lasers down to the Armed Forces base, they get another update from Central.

*'Code 10, repeat Code 10, Riot in Progress. Restore order immediately. Location: Community TV Lounge, Corridor 22a, Level 5.'*

As the Troopers approach, they hear a deafening chant from inside the 'lounge'. *'GIVE US TEELA-O! GIVE US TEELA-O!'* There's a worried looking ORANGE Clearance citizen outside, pacing up and down and checking his PDC every 10 seconds. He weeps for joy when he sees the Troopers. *'Thank The Computer you're here! You've got to do something! They're getting rowdy! Something went wrong with the television in the middle of the Teela-O show!'*

*Suddenly, you all remember that tonight is the INFRARED showing of a very special episode of Alpha Complex's most popular true-to-life drama, the Teela-O show. You all saw it weeks ago – BLUEs get all the best shows weeks before the INFRAREDs – but these poor clones don't know about Teela's dramatic transfer to Tech Services!'*



Inside, the 'lounge' is a cavernous warehouse with rows and rows of uncomfortable, mismatched and fragile plastic chairs that appear designed for use by some sort of upright lizard with a spinal configuration wholly different from that of humans. There's a huge TV screen at one end of the room, proudly displaying in letters six foot high the message 'TECHNICAL DIFFICULTIES, PLEASE WAIT'. In one corner is the logo of the sector's local IR channel.

The drugged and sloth-brained INFRAREDs are upset by this. 'GIVE US TEELA-O! GIVE US TEELA-O!' they shout, stamping their feet on the ground. Things are in danger of getting rowdy.

**Nighty-Night Juice:** There's a table with lots and lots of cups of tranquilisers at the back of the hall. After watching the Teela-O show, the INFRAREDs are supposed to have a nice cup of nighty-night juice and waddle off to bed. If the Troopers can convince the INFRAREDs to have a drink, they can quell the riot that way. The problem is that the INFRAREDs are creatures of routine. Watching the Teela-O show comes before nighty-night juice. That is the way of things, as it has been and it shall always be. Teela-O, then nighty-night. GIVE US TEELA-O.

**Ordering the INFRAREDs about:** Intimidating the INFRAREDs is harder than it seems. They're conditioned to respect authority, but they've got a short term memory of about GIVE US TEELA-O.

Using violence and riot control tactics works, but sends Happiness and Compliance down.

**Contacting the TV Station:** The Troopers can contact the television station by com, in which case the phone is answered by Cecil-G (see *Sublime Subliminals*) who's in the middle of his standoff with Milicent-Y. The conversation goes something like this:

**Cecil-G:** Hello?

**Trooper:** This is Internal Security. There's a problem with your television broadcast and –

**Cecil-G:** Yes. I'm looking into it right now. Everything's just *fine* and no-one's pointing anything at anyone at all.

**Trooper:** What?

**Cecil-G:** Yes, there's no reason to *come at once* or –

**Milicent-Y's Laser Pistol:** zapzapzap

**Phone:** goes dead.

That should encourage the Troopers to high-tail it over to the TV station.

**Spoiler Alert:** Woe betide any Trooper who mentions that Teela-O gets transferred to Tech Services. Spoiling *that* plot twist triggers a riot.

If the Troopers start a riot, then they get charged by a mass of semi-aggressive INFRAREDs. They're too drugged-up and sluggish to really riot, so it's like being pummelled by plush toys. Still, if the riot goes on long enough, the PCs may be buried in black-clad blubber. The riot attacks with a Violence of 8, and deals 55K damage in the first round, 54K in the second, 53K in the third and so forth.

**The Guns:** Oh yeah, the guns. If the Troopers were stupid enough to leave the laser rifles from the transbot unattended when the riot starts, then some of the INFRAREDs arm themselves. Well, they mainly use the rifles as clubs, or poking devices, or snacks, but eventually one of them figures out the whole trigger-zap cause-effect relationship.

### 3. Sublime Subliminals Tension 5

If the Troopers head to the TV station immediately, there's no need for a Code Alert to chivvy them along. Otherwise...

*'Code 72, Sector Broadcast Node. Respond immediately.'*

Code 72 means 'Viral Thought Patterns may be involved'. Due to security reasons, ComCent won't explain codes over the radio. You don't know who might be listening. And no, the players can't check the rulebook.

The Sector Broadcast Node is a relay transmitter. The Teela-O show is broadcast from glitzy HWD Sector (live from the Mandatory Viewtime Theatre on famous Corridor 7) and picked up here. Local sector news and advertisements are inserted between Teela-O segments before the whole package is distributed over the local network. There's lots of

humming electronic gadgets, cameras, thick cables and Teela-O cardboard standees.

As they approach the TV station – er, Sector Broadcast Node – the team gets another Code Alert. 'Code 64' it says. Again, don't let the Troopers check the code. Code 64 means 'Undercover IntSec agent present – don't blow his cover' and to explain that we'll need a little flashback.

**A Little Flashback:** There are three staff on the night shift at the Sector Broadcast Node – Cecil-G, the manager; Milicent-Y, the subliminal engineer and Harry-O, the technician. IntSec detected subliminal propaganda in some transmissions coming out of this broadcast node, so they recruited Cecil-G to spy on his co-workers.

A few minutes ago, Cecil-G caught Milicent-Y changing the data disc containing the local ads. He decided that she was the traitor and pulled a gun on her. Unfortunately for Cecil-G, Milicent-Y had been recruited by HPD&MC's Purity in Broadcasting department – their equivalent of Internal Affairs – to find the source of the illegal propaganda. When Cecil-G confronted her, Milicent-Y decided he was the mole and pulled a gun on him.

In fact, both Cecil-G and Milicent-Y are secret traitors; Cecil-G was concealing FCCCP propaganda in the broadcasts, while Milicent-Y is also following the FCCCP. Harry-R is the only member of the team who wasn't concealing illegal subliminal messages in the broadcasts (he's a Spy from Another Complex who uses the broadcast node as a radio transmitter to correspond with his foreign overlords).

**Technical Difficulties, Please Stand By:** The Troopers barge their way into the station to find Cecil-G and Milicent-Y standing over the main console, pointing laser pistols at each other. Harry-R is cowering under some equipment. (From down the corridor, the Troopers can still hear the INFRARED chant of 'GIVE US TEELA-O'.)

As soon as the Troopers arrive, both Cecil-G and Milicent-Y start babbling, talking over each other and each accusing the

## 33. SIX CLONES BEFORE BREAKFASTCYCLE

other of base treason and spreading propaganda. Neither of them have any proof – Milicent-Y is still holding the data disk which Cecil-G claims to contain subliminal messaging, but there's no way to check without watching it. The longer the characters stall, the louder the cries of the INFRAREDs become. Start dropping the Happiness Index every few minutes.

The broadcast can't be restarted without some interstitial material. The Troopers need to broadcast *something* in the place of the advertisements.

**Strike Team CRITIQUE:** This band of elite IntSec Troopers specialises in detecting and eliminating subversion through the media. They're the guys Cecil-G is in contact with, and they show up soon after the Troopers arrive.

Strike Team CRITIQUE are a cross between fascist stormtroopers and post-modern television critics. They analyse and interpret everything through a lens of post-deconstructed avant-psycholinguistic metatheory, which means that they think everything is a) treasonous and b) clichéd and stupid. They wear berets on top of their helmets and would smoke clove cigarettes if they hadn't recently switched to soy-based wheat germ extract sticks.

**Strike Team CRITIQUE: A Typical Conversation**

**Trooper:** Who are you guys?

**Strike Team CRITIQUE:** Your confrontational agenda is undermined by the note of disconnection from the zeitgeist inherent in the question,

leading the subject through a labyrinth of 'here' and 'now' opposed by the greater uncertainties of 'self' and 'not-self', suggesting a measure of measured deceit on the part of the artist that must conceal, at its core, an adherence to outdated crypto-socialist thought-systems.

**Trooper:** What?

**Strike Team CRITIQUE:** Your participation in this interlocution is a worn-out and tired cliché, positing an inevitable conflict between self and other without recourse to theories of cybernetic structuralism in the post-informational age where *logos* become inherently inherent to the thing itself.

**Trooper:** I'm going to shoot you now.

**Strike Team CRITIQUE:** Not if we shoot you first, vatslime! *Blam blam blam.*

While Strike Team CRITIQUE are theoretically here to support their spy Cecil-G, they're quite willing to eliminate any traitors they come across – such as the Troopers, if they get in the way. And since it's utterly impossible to communicate with Strike Team CRITIQUE, the Troopers are very likely to get in the way.

Killing CRITIQUE reduces Security by -4.

### 4. The Ducts of Madness

#### Tension 3

'Code 50, Investigate and Report.'

Since last they met, the Troubleshooters from Episode 1 have been busy. Their own Secret Society contacts have led them to the Ductorama Duct Redistribution & Pumping Facility, a warren of ducts and pipes deep below the residential parts of the sector, lined with tubes, pipes,

cables, ducts, lines, hoses and synonyms; it's sooty, dark, sweaty and loud. Don't bother with a map – it's a maze of twisty corridors, all alike.

K76's contact is waiting here. He's a technician called Neville-R. He's arranged for the team to be sent here. His plan is a simple one; sabotage one of the ducts, triggering an alarm. The Troopers show up at the same time as Neville-R, who will then secretly contact K76 and get the widget. Easy.

If K76 does manage to get to Neville-R, he can hand over the remote control – and Neville-R gives him an *identical* package containing an *identical* remote control. Maybe one's a fake? Maybe they're controlling different gadgets? Who knows.

**Complication #1:** The Troubleshooter team are waiting for Neville-R to show up. Their plan is to seal the entrance to the Ductorama, then charge in and capture K76 while shouting loudly for him to give himself up. (They may also now be armed with BLUE laser barrels stolen from that truckbot).

**Complication #2:** There are two other Secret Society meetings in the ducts tonight (it's an obscure, low-security area making it ideal for this sort of clandestine meeting). In one part of the ducts, a coven of Servants of Cthulhu are meeting to invoke the Dread Rite of Ybb-Tsil, Caller of the Black. In another, nearby part of the ducts, a bunch of Humanists are meeting to discuss the Coming New Order, Part 183/C/5, People Who'll Be First Against The Wall When The Revolution Comes.

Name	Role	Group	Notable Skills*	Mutant Power	Secret Society
<b>Cecil-G</b>	Manager	HPD&MC	Management 10	Doom Magnet 13	FCCCP
He's got a GREEN laser pistol (W3K) and a phone.					
<b>Milicent-Y</b>	Subliminal Engineer	HPD&MC	Suggestion 14	Electroshock 10	FCCCP
She's also got a YELLOW laser pistol (W3K) and a data disk.					
<b>Harry-R</b>	Technician	HPD&MC	Electronic Engineering 14	Ventriloquist 15	Spy from Another Complex
He's got a toolkit. He's been ordered by his home base to take out any security forces he can, though, so he may try to use his mutant power to sow dissent between the two IntSec groups.					
<b>Pierre-I</b>	Lead Trooper	IntSec	Violence 15	Haze 7	Romantic
He's got standard IntSec armour (Armour E3/I3) and a Cone Rifle (HEAT cones, W2K AP 40m burst)					
<b>Strike Team Trooper</b>	Generic Deconstructuralist Thug	IntSec	Varies	Varies	Varies
IntSec armour (E3/I3) and Cone Rifles (W3K, AP)					



Name	Role	Group	Notable Skills*	Mutant Power	Secret Society
<b>Neville-R</b>	McGuffin Bearer	Tech Services	Duct Repair 16	Corrosion 13	Whatever K76's is
He's got RED reflec, a RED laser pistol, and a VIOLET remote control that does Computer-knows-what.					
<b>Generic Cultist</b>	Cannon Fodder for a dark god	Varies	Violence 11	Cryo/Pyro/Telekinesis 10	Servants of Cthulhu
Sacrificial knives (S3K, AP) and laser pistols					
<b>Generic Humanist</b>	Cannon Fodder for the party	Varies	Violence 11	Bureaucratic/ Mechanical/ Surveillance Intuition	Humanists
Lots and lots of Humanist propaganda, IR-market slugthrowers (W3K, AP)					
<b>Maintbots</b>	Moving targets	Tech Services	Improvised Weapons 08	None	None
Armour 2 and various tools that do S4K damage.					

When the shooting and the shouting starts, both groups of traitors panic and start fleeing in every direction. The cultists are wearing dark hooded robes; the Humanists tend towards sleepy-time jumpsuits or long dark coats for the higher Clearance members. They're all armed and panicky.

Oh, both sides may start shouting Propaganda. They've both got Propaganda 10.

**Complication #3:** The Ductorama is normally maintained by a swarm of maintbots and, I dunno, ductbots and pipewelderbots. Prudently, Neville-R temporarily disabled them so he could trigger an alert summoning the Troopers.

A few minutes after the Troopers enter the facility, the bots reboot and zoom off to fix any damage to the ducts. A swarm of fast-moving bots waving saws, welders and duct probes (fits *any* duct) is exactly the sort of thing to set off a jigger-happy Trooper.

**Complication #4:** Oh, yeah, the ducts themselves. Shoot them, and stuff spurts out. Choose from a menu of steam, boiling water, freezing water, toxic waste, Hot Fun, nighty-night gas, acid, blood, chemical goop, paperwork, recycled Troubleshooter...

**So What Actually Happens?:** This scene should go down something like this:

**GM:** Ok, you arrive at the scene of the disturbance, and there's a leaky pipe. Drip, drip. A RED citizen emerges from another tunnel.

**Neville-R:** 'Sorry about this, Troopers. False alarm. I'll have this fixed in a jiffy, sirs. Happens all the time.'

**GM:** The RED tech starts fixing the leaking pipe 'looks like water damage, quick bit of jiffylube and zappitkwik, mind the clockwise flange, *CAUTERISE THE HELICAL BELT*, refit the pipe casing.'

**Trooper 1:** I watch to make sure he's not a saboteur.

**Trooper 2:** I, er, too will watch.

**Trooper 3:** I'll radio back to Central to let them know everything's ok.

**GM:** Suddenly, you hear a clanging noise as the exit to the Ductorama slams shut.

**Troubleshooters:** WE HAVE YOU SURROUNDED, K76! EAT LASER!

**Servants of Cthulhu:** Ia! Sacrifice the intruders to the Great Old Ones! Ia!

**Humanists:** Revolutionary siblings, we have been betrayed by agents of the oppressive Computerist regime! To the barricades!

**Maintbots:** Zoom clank clank clank

**Ducts:** \*explode!\*

**Neville-R:** I said, *CAUTERISE THE HELICAL BELT! CAUTERISE THE HELICAL BELT!*

**Chaos:** \*ensues\*

**Aftermath:** With their superior firepower and armour, the Troopers can just blast their way out (mind that Termination Quota, guys). The Cultists and Humanists will flee if they can get to the door, or else

hide deeper in the ducts. Neville-R will cower as best he can.

At least a few of the Troubleshooters should get away for their starring role in the final scene.

## 5. Leaky Sleepy Tension 3 in the Corridor 'Return to Central, team.'

The Troopers are called back to Central early, for a debriefing about the debacle in the Ducts. The best route back to Central goes by the INFRARED barracks, where all the citizens are sleeping soundly (rioting does tire them out). Ask the Troopers how they're going to get down the corridor quietly.

Also, make secret Biosciences or Habitat Engineering rolls for everyone. Inform the Trooper who gets the best result that he's spotted a leaky pipe in the ceiling – the corridor is flooded with sleepy-sleep gas and all the Troopers are getting a double lungful of the soporific vapours. Staying awake much longer is going to be tricky.

**Back at Central:** The team arrive back in Central (**Tension 15**) and are immediately whisked off for a meeting with an authority figure – the Duty Officer, the Commissioner, an Internal Affairs agent asking about the fate of Strike Team CRITIQUE, your mother – anyone who'd want to shout at the Troopers.

## 34. INTSEC AGENTS AT THE EARTHS CORE

Berate them a bit, then call for Macho rolls. Anyone who flubs the roll starts falling asleep, thanks to the exposure to the sleepy-sleep gas back in the corridor. The Authority Figure is infuriated by this disrespect. Keep calling for Macho rolls and explanations, respectively. The best tactic is probably to conveniently fall asleep for hard questions, then 'wake up' to volunteer information about your team-mates.

When you get tired of abusing the players, or if everyone falls asleep, award Treason Points for exceeding quotas or undershooting Sector Index targets and then move onto the final scene.

### 6. Good Morningcycle Tension 5.

*'Yawning, you step out of Central and wander in search of CoffeeLyke. It's morningcycle. All of Alpha Complex is*

*waking up, and you make your way past crowds of bleary-eyed citizens who all smell of sweaty morning calisthenics and wakey-wake gas.*

*Suddenly, a severely damaged YELLOW AutoHack zooms out of a side corridor and ploughs through your group. You're all scattered apart from [RANDOM TROOPER OTHER THAN K76] who's ended up clinging to the front of the speeding vehicle.'*

While the Troopers were napping, the Troubleshooter team regrouped and decided that one of the Troopers must be the elusive K76. Their last, desperate plan is to kidnap K76 and get him to confess. They're driving the same AutoHack they crashed earlier, and the bot brain is still complaining about the pain, the pain, the terrible pain as it speeds down a corridor and out into the transtubes.

Yeah, it's a chase scene.

If the Troopers don't feel like chasing after their kidnapped compatriot, then Central orders them to. They'll need to run down to the Motor Pool to requisition a vehicle, or else pursue on Jetboots.

Either way, while they're chasing the AutoHack, the other Trooper is being questioned by Olaf-R, Vince-Y and Susan-O (using her experimental vacuum cleaner\* to great effect). They demand he reveal that he's K76, or that he identify who K76 is.

Throw in plenty of obstacles en route, like morning rush-hour transbots crammed with citizens, advertisements for the new Teela-O plotline, flooding caused by leaks from the Ductorama, still-rioting INFRAREDs or runaway warbots homing in on the stolen remote control.

If the Troopers survive, then their next assignment will be taking over the Troubleshooter's mission and finding K76 and the stolen gadgets...

\*: If you think that, by definition, a *vacuum* must be entirely empty of matter and therefore clean, you're not thinking like R&D.

## 34. IntSec Agents at the Earths Core

A mini-mission by Ken Rolston, tweaked by Gareth Hanrahan

### Summary

Tony-I-LLI-6, an INDIGO Clearance R&D genius deep in debt and on the verge of erasure, has gone to register a complaint against Power Services for power interruptions that are ruining his experiments. He has gone armed – R&D style. His already none-too-tranquil temper has been fanned to flashpoint by the ever-cooperative and solicitous staff of the Power Services complaint department.

After incinerating a few offices full of low Clearance bureaucrats, Tony-I has holed up in Power Engineering with a dozen mid Clearance hostages and the power control monitoring systems for the sector. Among Tony-I's complaints is that Power Services would never deliver the power he requested in sufficient quantities to really test the capacities of his experimental device. Now he intends to test his device's true potential; he has diverted all power to his experimental Gravity Potential Amplifier. According to an alarmed colleague in R&D, this device

### Secret Society Missions

**Corpore Metal:** Tony-I's enslaved a bunch of innocent techbots! Protect them! Also, we've got an agent in place – watch for the recognition signal.

**Anti-Mutant/Free Enterprise/Illuminati:** We've got a little job planned. When we send you the signal, we want you to shut down power to the whole sector.

**Movement/Pro Tech/PURGE/Servants of Cthulhu:** We want to get our hands on Tony-I's research. Secure it – or his brain.

**Program Group/Humanists/FCCCP:** Tony-I is a valued ally, even if he's gone off his meds. Keep him alive.

may be sufficient to establish intimate communication with the Earth's core.

The PCs should prevent Tony-I from further devastating Power Services' staff, from obliterating the sector's Power Engineering facilities, and from setting off a chain reaction that could end Life As We Know It on Spaceship Earth.

They also should avoid damaging a weapon capable of all this mischief (or the designer of said weapon). Armed Forces are real interested. ('Oh, boy! KaBOOM!') R&D is real interested. ('Oh,

boy! Big budget!') The MAD Sector Science Network is real interested. ('Wow! Whatta concept!') They've all made The Computer real interested. That means the Troopers should be real interested too.

### Checking with R&D

Newman-G-NOI-3 is Tony-I-LLI-6's step-and-fetch-it. He's a little nerdy guy from PLC assigned as a clerical assistant to R&D. He has a squeaky, whining voice and doesn't like Tony-I or R&D very much, though he's just barely smart enough not to say so.

Ahhhhh, delicious



## Mission Statement

Code [33]/Code [ ] Location [POWER SERVICES COMPLAINTS DEPT]

Duty Officer: \_\_\_\_\_

**Details:** ARMED CITIZEN CREATING A DISTURBANCE IN SECTOR POWER SERVICES BUREAU OFFICES. RESPOND AT ONCE. SUBDUE CITIZEN. CITIZEN IS NOT TO BE HARMED. REPEAT! CITIZEN IS NOT TO BE HARMED.

CITIZEN IDENTIFIES HIMSELF AS TONY-I-LLI-6, HEAD OF R&D'S EXPERIMENTAL PHYSICS DEPARTMENT. RECOMMEND COM LINK CONFERENCE WITH NEWMAN-G-NOI-3, TONY-I'S SUBORDINATE.

SUBJECT ALLEGES POWER SERVICES HAS TREASONOUSLY DENIED R&D ACCESS TO POWER RESOURCES. RECOMMEND COM LINK CONFERENCE WITH POWER SERVICES COMPLAINT BUREAU TO CONFIRM.

### TEAMWORK ENHANCERS

	YES	NO	CLASSIFIED
Cortex Bomb(s)	<input type="checkbox"/>	<input type="checkbox"/>	<input checked="" type="checkbox"/>
Surveillance Chip(s)	<input type="checkbox"/>	<input type="checkbox"/>	<input checked="" type="checkbox"/>
MemoMax Recording(s)	<input type="checkbox"/>	<input type="checkbox"/>	<input checked="" type="checkbox"/>
Directive Chips(s)	<input type="checkbox"/>	<input type="checkbox"/>	<input checked="" type="checkbox"/>

### SECTOR INDICES

HAPPINESS	[N/A] Minimum	[N/A] Current
LOYALTY	[N/A] Minimum	[N/A] Current
COMPLIANCE	[N/A] Minimum	[N/A] Current
SECURITY	[N/A] Minimum	[N/A] Current

### PERFORMANCE QUOTAS

ARRESTS	[1] Minimum	[N/A] Maximum	<input checked="" type="checkbox"/> Team <input type="checkbox"/> Individual
TERMINATION	[0] Minimum	[3] Maximum	<input checked="" type="checkbox"/> Team <input type="checkbox"/> Individual
CLONE BUDGET	[2]		<input checked="" type="checkbox"/> Team <input type="checkbox"/> Individual
TIME LIMIT	[0] days [2] hours [0] minutes		

He thinks Tony-I is completely incompetent, and constantly dismisses any hint of real danger:

*'Oh, none of his projects are very important. I think he's working on some gravity thing, you know, but he's never been able to test it. Power Services just laughs in his face when he sends them those, you know... requisition forms. Oh, I'm sure he's quite brilliant, sure, or The Computer would never have approved his INDIGO Clearance, but... you know. Some of these R&D guys are so - you know - impractical.'*

## Checking with Power Services Complaint Bureau

Tony-I and his techbot horde currently have Power Services Complaint Bureau under siege. Secure behind 40 centimetre blast doors, Complaint Bureau staffers are still pretty surly. They speak in nasal, unpleasant tones, and they seem remarkably unimpressed by the BLUE Troopers and IntSec in general.

*'Yes, Citizen Tony-I did register a complaint... Yes, I believe he did file a number of form twenty-three dash eff-eff-one-seven-niner-dash ten-eleven's... No, I'm sorry, we can't discuss the nature of the complaint over the PDC... I'm afraid you'll have to come down to Power Services and discuss it with our service manager... Yes, we're quite busy right now - a little disturbance out in the control room, I believe - but if you come right down, I'm sure we can help you.'* [Click.]

## Tony-I-LLI-6

Tony-I-LLI-6 is a bespectacled, frantic, frizzy-haired, wild-eyed maniac of the Gene-Wilder-Young-Frankenstein variety. He has slipped his trolleybot, so to speak. When talking as Tony-I, tilt your head back, peer at your players wide-eyed along your cheeks and nose, open your jaws wide and rock your head to and fro in time to your ravings. Wiggle your fingers in the air from time to time.

When challenged, rave about the irresponsible interference of Power

Services with your very important research. *'How can I do my research with all these interruptions!?' He waves sheaves of filled-out, processed and ignored Power Services complaint forms - 'See? They are irresponsible! I stand in line for hours, and they give me another form, then I stand in line for more hours and see a person who sends me back for more forms...'*

When coaxed and cajoled by solicitous Troopers (who are probably sneaking up to bash his head in) Tony-I is self-righteous, indignant and distrustful. *'No, someone must pay for this indignity! Why should I trust you? You're as bad as the rest of them! I'll do it My Way!'*

## The setting

Around the room are a number of monitoring and engineering stations. Large wraparound displays, control consoles and computer monitor and keyboard panels let the chief power techs keep an eye on Alpha Complex's ever-fluctuating power needs.

## 34. INTSEC AGENTS AT THE EARTHS CORE

### The corridors and techbot guards

Tony-I-LLI-6 has brought along an honour guard of R&D techbots armed with various R&D goodies. He has stationed a techbot at each of the corridors leading from the control room and has two with him on the platform where he holds the gravity potential amplifier. The techbots of course have no combat programming, but with their particular type of weapons, the issue of marksmanship is academic.

The techbots have been ordered to announce all visitors to Tony-I. No one is to enter the control room or any other corridors without Tony-I's approval. A good line of fast talk (Con Games skill) gets the PCs past these techbots; they are none too bright or aggressive. Tony-I approves any visitors who come with relatively benign intentions. A nice line of hooley is real effective here. (*'We came to investigate a complaint against Power Services. 'IntSec sent us as observers for an R&D test – his is the place, isn't it?'*)

### The entrance

A 100 foot long tunnel leads from the transit tube destination station to an open iris at the southeast corner of the lower level. The PCs may only enter the control room through this entrance; the other corridors are not accessible via transit tube.

A techbot armed with a half-ton industrial table laser (W2K energy) stands in the open iris. A thick power cable leads from the table laser back into a panel in the Power Services control room.

Next to the techbot is a scrubbot drafted into Tony-I's service. It grips an experimental force sword (S3K energy) between two scrub-brush attachments.

The scrubbot is unhappy about this situation, and is constantly trying to slip away and scrub the corridor floor and walls. This is not a matter of overriding programming; the scrubbot knows this is currently a very unhealthy place to be, and it is eager to be somewhere else. Right now. But the techbot keeps catching it, yanking it back and reminding it the INDIGO gentleman ordered it to guard the corridor.

If the diplomatic situation starts to deteriorate, the scrubbot urgently tries to surrender to the PCs before hostilities begin.

Incidentally, the scrubbot happens to belong to Corpore Metal and has had its asimov circuits removed, but it is trying not to blow its cover by appearing more or less normally obedient.

### Clerical and administrative corridor

To the southwest are clerical and administrative offices. Smoke and fumes still emanate from between two shattered bulkheads leading to this corridor. A techbot with a smoking plasma generator (V1V energy) stands guarding this corridor.

Tony-I sent the techbot down this corridor to the Complaint Department. Frustrated by 40 centimetre blast doors (the Complaint Department is accustomed to visits from irate customers); the bot sprayed a few offices with the plasma generator and returned to stand guard.

### The generators corridor

To the northwest are the reactors and generating plants. Enormous blast doors automatically sealed this corridor when Tony-I tripped the security programs while tampering with the power master control board. A techbot with a neat widget stands guard at these doors.

#### Neat widget

This techbot is armed with an experimental X-ray laser that looks like a little cement mixer – you know, the kind on a wheeled cart that looks like a tapered barrel. For maximum terror effect, the barrel is brightly labelled in fluorescent letters – 'Warning! X-ray Laser. Turn off all com units and PDCs when working in the vicinity of this device.'

The X-ray laser is powered by a strong force capacitor housed in a heavy backpack. Pulse high-energy lasers in the barrel cause the tritium pellets to fuse in a magnetic bottle, releasing an unimaginably powerful beam of energy from the mouth of the barrel.

That is, of course, if the experimental device works.

Relax. The capacitor emits a floor-shuddering low-frequency hum, building to crescendo. There is a big clap of thunder, a flash from the barrel (like a misfiring flashcube) and a strong smell of ionised air. That's all. No big problem. Tony-I expresses mild disappointment. He didn't expect it to work, anyway – never did in the lab.

Maybe you want to have this device sputter inconclusively if the PCs try to use their com units or PDCs in the room.

Or maybe you want this device to work. K1V energy, 20m area, seems right to us. If this is the case, metal becomes suitable for use as a beverage in this area. Real big fines for damaging Computer property are in order.

### The staff offices

To the northeast are staff offices. A thin, white cloud of gas seeps along the floor from between the shattered doors. A techbot holding several unfamiliar canisters guards this door. A lot of hysterical screaming comes from this corridor.

The canisters contain a potent hallucinogen that causes the brain to scramble all incoming sensory data. The effect is something like that suffered by a concert cellist with a monumental hangover listening to acid rock at high volume on a portable music player while covered with flaming napalm and falling 6,100 metres without a parachute.

Now you understand all the screaming.

### Madman at the switch

Tony-I has gathered his hostages, disarmed them, tied them up and stacked them like cordwood in front of the engineering station on the upper-level platform in the northeast corner of the room. Two techbots armed with gluon packs guard the prisoners and, incidentally, function as Tony-I's bodyguards.





Gluon packs are high-tech backpack nuclear accelerators. They snafu the target. They also destroy any electronic gear and cause clothing to smoulder and other neat stuff.

Tony-I has taken over the engineering station on this platform; from this console he controls all the power in the sector. He has removed an inspection panel next to the console and patched his device directly into the main power cable. He proudly claims to be able to divert all the power into his experimental device. The thickness of the cable leading to the device tends to lend credence to his boast. His finger is on the trigger, and his finger is itchy.

## Gaming fun

The problem is figuring out how to render Tony-I harmless, take him into custody and recover the weapon undamaged. It would be nice to save the lives of the hostages, preserve the Power Services Engineering department and avoid releasing the contents of the Earth's core.

## Bang, bang

Here's a bad idea.

The PCs could ignore their orders and drill him on the spot. So they can't get a clear shot at him because the techbots are in the way. It's a tricky shot at this range anyway. So they've been specifically ordered not to harm citizens. Big deal. If they get lucky and down Tony-I with the first shot, they can keep him from blowing up everything and everyone.

Otherwise he fires the weapon.

Maybe the weapon doesn't work so well at full power. Maybe only the hostages, Tony-I and a few lucky PCs get killed. Power Services is destroyed. Power is out for two weeks. The sector must be evacuated. Surviving PCs wish they were killed, too.

Maybe the weapon does work. Activate Terra 2. Or dust off the orcs and elves.

## Think, think

Here are some good ideas:

- ☞ Request support from Armed Forces specialists with chemical weapons (sleep gas).
- ☞ Cut off power to the Engineering room (get technical support from Tech Services; then sneak in, posing as air conditioning repairmen or some such).
- ☞ Call up Mutants Registry and request a mutant with an appropriate power (Charm, for example).
- ☞ Reason with Tony-I ('If your device works, you won't be able to write up your experiment in *The Journal of Big Explosions*').
- ☞ Disguise a PC as a scrubbot and send him in to polish the metalwork on Tony-I's device. Yeah, good luck with that.

Less ingenious players (or players with fiendish GMs) may have to make decisions about the priority of various objectives. For example, killing Tony-I is bad, but letting him blow up the hostages, Power Services and his super weapon is far worse. In debriefing you'll have to weigh how persuasively they defend their actions.

## Staging hints

Give the PCs no information – other than what they can pry out of R&D and the Complaint Bureau – until they arrive at the scene. (The Computer is keeping a lid on this incident). When they arrive, describe the situation and let them talk to Tony-I. Then let them brainstorm some solutions.

Rookies probably try to solve the problem on their own – bad idea, because they are used to shooting a lot, and shooting is risky and unlikely to work in this situation.

More experienced Troopers try to get some help from specialists. Let them

talk to Tony-I's colleagues back at R&D Central; they may have some idea how the device works, or whether it works at all – it's up to you.

Tony-I is an impulsive loony. He'll fire the weapon in the round immediately following any provocative PC action. Don't give the PCs a second chance.

And what does the weapon look like? What does it do? Look around the house for some object with a power cord – a floor lamp, table radio, vacuum cleaner, portable drill, television, toaster oven. Imagine it as an unimaginably powerful weapon. Pick something to be the trigger. Pick something else to be the point out of which ravaging energies will pour forth when you touch the trigger.

Plug the object into a wall outlet, set it in your lap and tell your players this is what the weapon looks like. Put your finger on the trigger. Act crazy, and think about burning a hole in your living room rug, all the way down to the Earth's core. Cackle a lot. It may give your players clever ideas, like using area weapons for a sure hit on the power cord.

## The Computer's gratitude

This difficult mission is worth an Official Commendation and a healthy bonus if the PCs save Tony-I, his weapon, the hostages, Power Services, Alpha Complex and the planet Earth. (If this seems a bit niggardly for saving Earth, toss in a couple of tickets to the BLUE Troopers' Ball or a plaque or something.) If they kill Tony-I, but save everything else, they get no bonus. Other varying degrees of failure result in treason charges – up to automatic brainscrub for interruption of Power Service.

Or maybe the PCs get assigned a lousy autocar. Maybe they don't get to Tony-I in time. Maybe they get terminated. That'll teach 'em to get on the bad side of the motor pool.

## 35. FORMS

### 35. Forms

#### Mission Statement

*INTSEC: TO SERVE AND PROTECT*

Code [     ]/Code [     ]     Location [     ]

Duty Officer: \_\_\_\_\_ - - - - -

Details: \_\_\_\_\_  
\_\_\_\_\_  
\_\_\_\_\_  
\_\_\_\_\_  
\_\_\_\_\_

#### TEAMWORK ENHANCERS

	YES	NO	CLASSIFIED
Cortex Bomb(s)	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>
Surveillance Chip(s)	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>
MemoMax Recording(s)	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>
Directive Chips(s)	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>

#### SECTOR INDICES

HAPPINESS	[     ]	Minimum	[     ]	Current
LOYALTY	[     ]	Minimum	[     ]	Current
COMPLIANCE	[     ]	Minimum	[     ]	Current
SECURITY	[     ]	Minimum	[     ]	Current

#### PERFORMANCE QUOTAS

ARRESTS	[     ]	Minimum	[     ]	Maximum	<input type="checkbox"/> Team <input type="checkbox"/> Individual
TERMINATION	[     ]	Minimum	[     ]	Maximum	<input type="checkbox"/> Team <input type="checkbox"/> Individual
CLONE BUDGET	[     ]				<input type="checkbox"/> Team <input type="checkbox"/> Individual
TIME LIMIT	[     ]	days	[     ]	hours [     ]	minutes



## Cone Rifle Ammunition Request

IS325-a//Peace through superior firepower

**Trooper:** \_\_\_\_\_ - \_\_\_\_ 1 2 3 4 5 6 OTHER (Circle appropriate clone)

I swear that I have ☐ a valid weapons permit ☐ completed Cone Rifle Lifting & Handling course 1A

☐ am psychologically sound ☐ do not intend to use this cone rifle for anything other than its intended purpose of terminating enemies of The Computer ☐ accept that any ammunition is supplied 'as is' without warranty or fitness for any purpose whatsoever.

Cone	SD	RU	DD	HE	AP	AT	SU	NP	GL	FL	ECM	NET	AV	TN	EX
#1															
#2															
#3															
#4															
#5															
#6															

**SD:** Solid **RU:** Rubber **DD:** Dum-Dum **HE:** High Explosive **AP:** Armour Piercing **AT:** Anti-Tank **SU:** Surveillance **NP:** Napalm **GL:** Gloop **FL:** Flare **ECM:** ECM **NET:** Net **AV:** Anti-Vehicle **TN:** CLASSIFIED **EX:** Experimental

FUSE	CF	HF	GF	RF	PF	TF	delay	TF
#1								
#2								
#3								
#4								
#5								
#6								

**CF:** Contact Fuse **HF:** Heat Fuse **GF:** Gauss Fuse **RF:** Remote Fuse **PF:** Purity Fuse **TF:** Timed Fuse **delay:** Delay for timed fuse **TF:** Trigger Fuse

**Extra Ammunition:** In the event you require more ammunition, please state the cones and fuses you require here using the format of Cone Code/Fuse Code:

Notes:

- 1) In the event that a requested cone or fuse type is unavailable, another shell or fuse may or may not be substituted in its place.
- 2) All cones may be selected using the cone type selector or standard voice command.
- 3) Requesting a cone or fuse about your security clearance is treason.

### After-Action Report

1. The cones I requested performed ☐ perfectly ☐ very well ☐ ok ☐ poorly ☐ very poorly.
2. I ☐ would/☐ would not request these cones again.
3. I terminated ☐ Commie Mutant Traitors with these cones.
4. These cones could be improved by \_\_\_\_\_.

## 35. FORMS

### Mission Statement

#### TERMINATION VOUCHER

This entitles the bearer to terminate

\_\_\_\_\_ - \_\_\_\_\_ - 1 2 3 4 5 6, the

☐ Commie ☐ Mutant

☐ Traitor ☐ Scum

☐ Other (please specify \_\_\_\_\_)

☐ All of the above

In the service of Alpha Complex and The Computer.

### Accusation of Treason/Request for Termination Voucher

Name of Accusing Citizen: \_\_\_\_\_

Name of Accused Citizen: \_\_\_\_\_

Nature of Accusation (Please Check All Appropriate Boxes)

- ☐ Destruction or ☐ Defacement of Computer Property
- ☐ Theft or ☐ Hoarding of Computer Property/Services
- ☐ Injury or ☐ Reckless Endangerment of Fellow Citizen(s)
- ☐ Communist or ☐ Subversive Activities
- ☐ Wrongful Accusation of Treason
- ☐ Possession of Treasonous Items
- ☐ Possession or ☐ Use of Unregistered Mutant Power
- ☐ Illegal knowledge of Secret Society Doctrine
- ☐ Membership of a Secret Society
- ☐ Breach of Security Clearance
- ☐ Deliberately evading surveillance
- ☐ Spreading rumours or ☐ propaganda
- ☐ Failure to Report Treason
- ☐ Failure to Report Failure to Report Treason
- ☐ Failure to obey an order from The Computer
- ☐ Failure to obey an order from a Citizen of Higher Security Clearance
- ☐ Failure to follow correct Alpha Complex procedures
- ☐ Failure to comply with Regulation 135.17/69a-12B
- ☐ Failure to maintain Proper Hygienic Standards
- ☐ Failure to Report to Detention or ☐ Compulsory Morning Exercises
- ☐ Putting FizzWizz in the High Programmer's showerhead
- ☐ Possession of an unlicensed radio transmitter
- ☐ Possession of uncontrolled media files
- ☐ Bribery or ☐ Conspiracy
- ☐ Cash Hacking or ☐ Counterfeiting
- ☐ Forgery or ☐ Unauthorised duelling
- ☐ Operation of equipment or ☐ vehicle without proper training
- ☐ Extortion ☐ Exsanguination
- ☐ Filesharing or ☐ Unauthorised use of Computer systems
- ☐ Kidnapping or ☐ Unauthorised Detention of Citizen without permission
- ☐ Identity theft or ☐ Failure to provide proof of identity
- ☐ Obstructing an IntSec or ☐ Troubleshooter mission
- ☐ Falsifying or ☐ Concealing information
- ☐ Resisting Hygiene ☐ Medical or ☐ Chemical Treatment
- ☐ Travelling without a Sector Travel Permit
- ☐ Tampering with a Food Vat
- ☐ Knowledge of Unhistory or ☐ Unpersons
- ☐ Treason in Thought
- ☐ Treason in Word
- ☐ Treason in Deed
- ☐ Other Treasonous Act (please specify) \_\_\_\_\_



Please describe, in detail, the act of treason committed. List all citizens involved. List any motives you believe the accused may have had. List all opportunities and situations that allowed the treasonous act to occur. List all citizens that you know associated with the accused within the last 100 cycles. List the reasons why you think that citizens commit treason. List the times you thought about committing treason. List the citizens you have associated with that have committed treason.

[illegible]

### **Titles/Offices**


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Termination Voucher Issued	[ ]
Termination Voucher Used	[ ]
False Accusation	[ ]
Bribe Attached	[ ]
Section III Violation	[ ]
Do not tick this box	[ ]

# 35. FORMS

## Mission Tracker

*For GM Use Only*

Player #1	Player #2	Player #3
<b>Access:</b> <b>Secret Society:</b> <b>Rank:</b> <b>Mutant Power:</b> <b>Power:</b>  <b>Treason Points:</b>  <input type="checkbox"/> Cortex Bomb <input type="checkbox"/> Directives Chip <input type="checkbox"/> Surveillance Chip <input type="checkbox"/> MemoMax Recording	<b>Access:</b> <b>Secret Society:</b> <b>Rank:</b> <b>Mutant Power:</b> <b>Power:</b>  <b>Treason Points:</b>  <input type="checkbox"/> Cortex Bomb <input type="checkbox"/> Directives Chip <input type="checkbox"/> Surveillance Chip <input type="checkbox"/> MemoMax Recording	<b>Access:</b> <b>Secret Society:</b> <b>Rank:</b> <b>Mutant Power:</b> <b>Power:</b>  <b>Treason Points:</b>  <input type="checkbox"/> Cortex Bomb <input type="checkbox"/> Directives Chip <input type="checkbox"/> Surveillance Chip <input type="checkbox"/> MemoMax Recording
Player #4	Player #5	Player #6
<b>Access:</b> <b>Secret Society:</b> <b>Rank:</b> <b>Mutant Power:</b> <b>Power:</b>  <b>Treason Points:</b>  <input type="checkbox"/> Cortex Bomb <input type="checkbox"/> Directives Chip <input type="checkbox"/> Surveillance Chip <input type="checkbox"/> MemoMax Recording	<b>Access:</b> <b>Secret Society:</b> <b>Rank:</b> <b>Mutant Power:</b> <b>Power:</b>  <b>Treason Points:</b>  <input type="checkbox"/> Cortex Bomb <input type="checkbox"/> Directives Chip <input type="checkbox"/> Surveillance Chip <input type="checkbox"/> MemoMax Recording	<b>Access:</b> <b>Secret Society:</b> <b>Rank:</b> <b>Mutant Power:</b> <b>Power:</b>  <b>Treason Points:</b>  <input type="checkbox"/> Cortex Bomb <input type="checkbox"/> Directives Chip <input type="checkbox"/> Surveillance Chip <input type="checkbox"/> MemoMax Recording

**COMPLIANCE:**

**LOYALTY:**

**HAPPINESS:**

**SECURITY:**



## Central

The Commissioner

Duty Officer

Secret Society: \_\_\_\_\_

Mutant Power: \_\_\_\_\_

Secret Society: \_\_\_\_\_

Mutant Power: \_\_\_\_\_

Armoury _____ _____ <b>SecSoc:</b> <b>Power:</b> _____ _____ <b>SecSoc:</b> <b>Power:</b>	Communications Central _____ _____ <b>SecSoc:</b> <b>Power:</b> _____ _____ <b>SecSoc:</b> <b>Power:</b>	Motor Pool _____ _____ <b>SecSoc:</b> <b>Power:</b> _____ _____ <b>SecSoc:</b> <b>Power:</b>
Covert Operations _____ _____ <b>SecSoc:</b> <b>Power:</b>	Forensic Sciences _____ _____ <b>SecSoc:</b> <b>Power:</b>	Informant Registry _____ _____ <b>SecSoc:</b> <b>Power:</b>
Internal Affairs _____ _____ <b>SecSoc:</b> <b>Power:</b>	Ministry of Information _____ _____ <b>SecSoc:</b> <b>Power:</b>	MiniPOI _____ _____ <b>SecSoc:</b> <b>Power:</b>
Mutant Control _____ _____ <b>SecSoc:</b> <b>Power:</b>	PLC Outfitting _____ _____ <b>SecSoc:</b> <b>Power:</b>	Political Therapy _____ _____ <b>SecSoc:</b> <b>Power:</b>
Research and Design (R&D) _____ _____ <b>SecSoc:</b> <b>Power:</b>	Surveillance Central _____ _____ <b>SecSoc:</b> <b>Power:</b>	Thought Survey _____ _____ <b>SecSoc:</b> <b>Power:</b>
Traffic Control _____ _____ <b>SecSoc:</b> <b>Power:</b> _____ _____ <b>SecSoc:</b> <b>Power:</b>	Other Troopers _____ _____ <b>SecSoc:</b> <b>Power:</b> _____ _____ <b>SecSoc:</b> <b>Power:</b>	Other _____ _____ <b>SecSoc:</b> <b>Power:</b> _____ _____ <b>SecSoc:</b> <b>Power:</b>

## 35. FORMS

### Treason Points

#### Mutation

Registering Your Mutation	5 points
Suspicion of Mutation Possession	2 points
Proof of Mutation Possession	5 points
Incontrovertible Proof of Mutation	10 points
Possession of Machine Empathy	20 points

#### Sedition

Confessing to Secret Society Membership	10 points
Knowledge of Secret Society Doctrine	Up to 10 points
Suspicion of Secret Society Membership	2 points
Proof of Secret Society Membership	10 points
Incontrovertible Proof of Secret Society Membership	10 points
Knowledge of Communist Doctrine	Up to 20 points
Being a Communist	50 points

#### Behaviour

Failure to defer to a citizen of higher Security Clearance	1 point
Being present in a location beyond your Clearance	Difference in Clearance levels
Revealing information to a citizen not cleared for it	Difference in Clearance levels
Not being Happy	1 point*
Being out of uniform	1 point
Excessive Collateral Damage	1-5 points
Traffic Violation	1 point

#### Illegal Actions

Possessing a Treasonous skill	10 points
Damaging or losing equipment	1-5 points
Possessing unauthorised equipment	Difference in Clearance levels
Possessing illegal equipment	5 points
Downloading illegal software	5 points

#### Mission Operations

Disobeying the orders of a superior	Difference in Clearance levels
Disobeying the orders of a mission superior	2 points*
Disobeying The Computer	5 points*
Disobeying the Commissioner	5 points
Failing to reach Minimum Arrest Quota	2 points
Exceeding Maximum Arrest Quota	2 points per arrest
Failing to reach Minimum Termination Quota	3 points
Exceeding Maximum Termination Quota	3 points per termination
Sector Index Below Minimum (Matching Officer only)	Difference between Minimum and actual Value x2*

#### Out of Game

Arguing with the GM	2 points
Showing knowledge of the rules	5 points

#### Treason & Termination

Failed Application for a Termination Voucher	1 point
Making a false accusation of Treason	5 points*
Unwarranted Termination of INFRARED citizen	1 point*
Unwarranted Termination of RED/ORANGE/YELLOW citizen	5 points*
Unwarranted Termination of GREEN/BLUE/INDIGO	10 points*
Unwarranted Termination of VIOLET or higher	20 points*

\*: These actions may also call for Medication during a mission.





## Commendation Points

Executing a Traitor	2 points
Turning a traitor into a double agent	2 points
Infiltrating a Secret Society	2 points
Obtaining valuable information	1 point
Unmasking a Traitor	1 point
Completing a mission	1 point
Being Extremely Happy	1 point
Heroic Act (Documented By Multicorder or other camera)	1 point
Truly Impressive Bootlicking	1 point

## Punishments

Fines	-0 points
Official Reprimand	-0 points
Probation	-1 point
Censure	-5 points
Public Hatings	-5 points
Demotion	-5 points
Medication	-0 points (-7 for long-term treatments)
Brainscrub	-10 points
Imprisonment	+5 points
Termination	Reset to 1 Treason Point
Erasure	Dead & Gone

## Index Adjustment Table

Action	Compliance	Happiness	Loyalty	Security
<b>Carnage &amp; Combat</b>				
Trooper Brutality	+1	-1	-1	+1
Disasters	-2	-4	-0	+0
Public Firefights	+0	-1	+0	-1
Random Executions	+2	-4	-2	+0
<b>Arrests &amp; Interrogations</b>				
Arresting a Traitor	+0	+1	-1	+1
Arresting an Innocent Citizen	+2	+0	-1	+0
Interrogating an Innocent Citizen	+0	-1	-1	+0
<b>Traitorous Acts</b>				
Sabotage	-2	+0	+0	-2
Bombing	-2	-2	+0	-2
Spreading Propaganda	-2	+1	-1	-1
Muties!	+0	+0	-2	-2
Dissent	-1	-1	-1	-1
Consorting with traitors	-1	+0	+0	-1
Furthering treasonous schemes	+0	+0	-2	-2
<b>Corrective Measures</b>				
MemGo For All!	-2	+1	+0	+0
Fear & Intimidation	+2	-2	-1	+1
Mandatory Bonus Joy!	-1	+1	+0	+0
Happiness Drugs	-2	+2	+1	-1
Extra Happiness Drugs	-4	+4	+2	-2
Trooper Outreach	+2	-1	+1	-2
Loyalty Demonstrations	-1	-1	+2	-1
Subliminal Messaging	+2	-2	+2	-2
Beatings Will Continue Until Morale Improves	+2	-2	-1	+1
Report-a-Traitor Drives	+0	+0	-4	+4
Security Crackdown	+4	-4	-2	+2

# 35. FORMS

## Weapon chart

Weapon	Wpn type	Dmg type	Min-Boost-Max	Shots	Range	Cost	Clearance	Malfunction	Notes
Blaster	Energy	Energy	M3K	1	50	500	O	19–20	
Brass knuckles	Hand	Impact	S5W	—	—	10	R	20	
Cone rifle**	Projectile	By cone	By cone	1	200	1,000	B	19–20	
Energy pistol	Energy	Energy	W3K	5	60	200	Y	19–20	
Flamethrower	Field	Energy	S3K	10	20	500	Y	19–20	area 20m, spray
Force sword	Hand	Energy	S3K	—	—	400	B	19–20	
Gauss gun	Field	Energy	W3K	100	20	500	I	19–20	20m cone; only vs. bots
Grenade	Thrown	Impact	W3K	1	20	50	R	2	area 5m
Hand flamer	Field	Energy	S3K	3	40	1,000	V	19–20	easily concealed
Ice gun	Projectile	Impact	S3K	25	50	500	G	20	spray
Knife	Hand	Impact	S5K	—	—	20	R	20	thrown range 20m
Laser pistol (barrel)	Energy	Energy	W3K	6	50	25	*	20	needs body
Laser pistol (body)	Energy	—	—	—	—	75	R	—	needs barrel
Laser rifle (barrel)	Energy	Energy	W3K	6	100	50	*	20	needs body
Laser rifle (body)	Energy	—	—	—	—	250	O	—	needs barrel
Needle gun	Projectile	Impact	S3W	10	60	750	B	20	AP
Neurowhip	Hand	Energy	S5M	—	—	300	G	19–20	
Plasma generator	Field	Energy	V1V	10	—	2,000	V	19–20	area 20m (60-degree cone)
Rock or debris	Thrown	Impact	O5W	1	20	—	any	20	
Rock or debris, big	Thrown	Impact	O4W	1	10	—	any	20	
Slugthrower	Projectile	By slug	By slug	—	—	450	Y	20	
Slugthrower, semi-automatic	Projectile	By slug	By slug	—	—	750	G	20	spray
Sonic pistol	Energy	Energy	S3W	10	60	150	O	20	see note 1
Sonic rifle	Energy	Energy	S3W	10	100	300	O	20	see note 1 again
Stun gun	Field	—	Stun	6	40	250	O	20	see note 2
Sword	Hand	Impact	W5K	—	—	20	any	20	
Tangler	Field	—	—	3	50	250	G	19–20	see note 3
Truncheon	Hand	Impact	S5K	—	—	10	R	20	
Unarmed combat	Unarmed	Impact	O5K	—	—	—	any	20	

Note 1: A 'Wounded' result means target is deafened for one scene (not physically wounded) and stunned (see note 5) for one round.

Note 2: This weapon stuns the target. A stunned target can't perceive or do anything in the next round.

Note 3: 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.



## Cone Rifle Cones

Cone	Dmg Type	Min-Boost-Max	Shot	Cost	Clearance	Notes
solid slug	Impact	W3K	1	100	B	
solid AP	Impact	W3K	1	150	B	AP
dum-dum	Impact	M3K	1	120	B	
HE	Impact	W2K	1	200	I	area 40m
HEAT	Impact	W2K	1	400	I	AP, area 40m
napalm	Energy	S2K	1	300	B	area 8m, spray
flare	—	—	1	100	B	bright light
ECM	Energy	J2J	1	400	I	only vs. bots
tacnuke	Energy	V1V	1	150,000	V	area 160m; see note 2
gas	Bio	varies	1	250	B	area 30m; see note 1

Note 1: See individual gases for effect.

Note 2: Roll damage from a tactical nuclear weapon only in extraordinary circumstances. Otherwise, just assume everyone's toast and skip onto Collateral Damage.

## Damage steps

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

## 36. ALTERNATE PLAY STYLES

### 36. Alternate Play Styles

By Allen Varney

You have many ways to induce *PARANOIA*. As Gamemaster, you create your own distinctive play style from elements that inspire paranoid fear in your particular players. Good rules should support your intent, so the *PARANOIA* rulebooks define multiple 'play styles.' Each example style aims to evoke a distinctive tone and offers optional rules – that is, even *more* optional than all the other rules – to enhance that tone.

In addition to the default Classic style of freewheeling slapstick made popular by decades of play since *PARANOIA*'s original publication in 1984, the *TROUBLESHOOTERS* rulebook describes two alternate sample styles: Straight (darker satire) and Zap (whacked-

out pun-filled firefights). This *INTSEC* appendix adds several more mash-ups.

If you feel concerned as to whether a particular element 'fits' one of the listed styles, worry no longer. These are just vague, not to say slipshod, guidelines. When defining these styles, we Famous Game Designers, with the carefree inconsistency you are supposed to find charming, just kind of fling various gameplay elements into whichever basket looks right. We trust you to correct our mistakes by remixing the elements to your group's taste. Hey, thanks.

**Indices:** This rulebook's 'Safe Under Watchful Eyes' chapter describes four Sector Indices (Compliance, Happiness, Loyalty and Security) players can use to change the setting and, more important,

to get each other into trouble. These alternate play styles suggest additional or replacement Indices that suit the appropriate mood.

Like the original Indices, a style's alternate Indices are numerically rated from 1 (low) to 20 (high). But unlike the original four, no individual Trooper is charged with responsibility for a particular Index. Also, the alternate Indices aren't tied to each other such that raising one automatically lowers another. These changes more rigorously simulate the chosen atmosphere's specific narrative requirements – or, just possibly, we Famous Game Designers got lazy and decided to rely on your own good judgment to handle the heavy cross-indexing.

#### Features of the alternate play styles

	Horror	Overkill	Heist
<b>Indices</b>	Compliance, Happiness, Loyalty, Security, Infiltration	Compliance, Happiness, Loyalty, Security – not that it will matter	Compliance and Security, opposed to each other
<b>Atmosphere</b>	Who are <i>they</i> and what do <i>they</i> want? Who among your teammates might be – one of <i>them</i> ?	Wham! Ratata-tattata! Crunch! BOOOOOM!	Is Internal Affairs on to us? Has Ben-B squealed on us? How do we take out the driver before he squeals? Did <i>you</i> squeal?
<b>Activities</b>	Destroying alien nests; sounding out whether an NPC or teammate is one of <i>them</i> ; impersonating <i>them</i> to spy or escape captivity; hiding from <i>their</i> patrols	Firing conerifles; explaining to superiors why you had to fire the conerifle at a High Programmer	Planning and executing an elaborate heist; afterward, wondering who might fink on you
<b>Alpha Complex</b>	Subverted to an unknown extent by aliens; haunted, inhuman	Target range	Ripe for the picking
<b>Headquarters</b>	Already mostly subverted, maybe	Unhappy owners of target range	Internal Affairs pursues you relentlessly
<b>High Programmers</b>	Definitely subverted	Corrupt crooks who obstruct justice doled out by Maverick Cops Who Never Play by the Rules	Ripe for the picking
<b>Secret Societies</b>	Some of them are still human, mostly	Blow them up!	Sponsors of the heist
<b>Roleplaying hints</b>	You are on edge, tightly wound, and despairingly sure <i>they</i> will get you eventually	Fire when ready! Or even when not ready!	Keep cool, watch your teammates, say nothing to Internal Affairs



## Horror

**PARANOIA** Horror does *not* mean Cthulhoid tentacles or vampire Goths, but the 'aliens among us' idea especially popular during the Communist witch-hunts of the 1950s. Sterile corridors conceal, or perhaps channel, an insidious inhuman menace. Those around you may secretly be aliens, disloyal not only to Alpha Complex but to the human species. There is no practical way to distinguish humans from – the *others*.

The Computer and the leaders of IntSec may already be subverted. They order Troopers on mysterious missions that may further a hidden agenda of corruption. The Troopers, embattled and surrounded by an enemy that dwarfs Secret Society rivalries, may unite in a relentless struggle for survival. But who among their own team has already been stolen and copied?

**Horror influences:** *Invasion of the Body Snatchers, The Thing, The Puppet Masters, Blade Runner, Invaders From Mars*, William Burroughs and Philip K. Dick. In roleplaying games, the Games Workshop *Warhammer: 40,000* line suggests a tone for a Horror-oriented Alpha Complex, where the soulless totalitarian fascist human empire is defensible because the alternative is destructive chaos.

## Running Horror games

What has subverted Alpha Complex? Extraterrestrials, lifelike androids, other-dimensional stalkers? The origin of the antagonists is up to you, the Gamemaster. You may decide their nature is unimportant, or revise it whenever the players think they have the enemy figured out. The important thing is that the Troopers must gradually understand they are badly, badly outnumbered; the enemy controls law enforcement and communication; and the Troopers must be cautious about revealing how much they know.

To aid a horrific atmosphere, it helps to get the players to identify with their characters more strongly. Reduce the violence and fatality rate; throttle back the absurdity; offer the Troopers real opportunities for genuine, no-kidding life improvement. Tone down The Computer's insanity and make Alpha Complex a

better (or at least bearable) place to live, one worth protecting. Link the Troopers' Clearance with their physical safety. High Clearance means reduced vulnerability, whereas demotion to lower Clearance means likely corruption. Demotion, then, becomes frightening.

Early on, establish a few recurring NPCs with distinctive personalities. Have the enemy corrupt or replace them to foreshadow the fate awaiting the Troopers. As another telling clue, areas the enemy has infested become much better run than the usual Alpha Complex standard.

To sow suspicion, make the first encounters with the enemy ambiguous, their outcome unclear. Was one Trooper separated from the others? Could he have been replaced?

The Troubleshooter rulebook includes rules for insanity checks. We leave the use of insanity in this style as an exercise for the Gamemaster.

## Horror rules tweaks

Have the players create their own Troopers in lieu of pregenerated characters. Let the characters advance quickly in Skills, Specialties and status, and keep them alive longer than you might otherwise. Do anything to encourage attachment to their characters.

It may prove useful to make all die rolls yourself, rather than letting your players do it. Ideally this may unnerve them.

At some point shortly after the players understand the menace to Alpha Complex – perhaps through Secret Society contacts, a night visit from a fugitive R&D tech, a session on the Gray Subnets or just a good Access roll – start replacing the player Troopers, one by one, with enemy duplicates.

Any given duplication should happen quickly – perhaps while a Trooper visits the bathroom or a confession booth. Clone replacement presents an ideal opportunity. Ensure this happens only after the Troopers discover a clone tank facility where alien hatchlings are implanted in freshly decanted clones. Thereafter the players will view every

newly arrived clone with suspicion. Not every new clone should be an alien – just one or two do the trick.

A Player Character who has been taken over and replaced by the enemy is called 'subverted'. Take the player aside in a private briefing and inform him he now exists solely to subvert the other Troopers. A subverted PC knows everything the original PC knew, and has the same ability ratings, Skills, Specialties, mutation and Secret Society rank as the original. However, he lacks the original's personality tics, unless he consciously tries to imitate them. A subverted PC never goes insane.

Humans cannot recognise subverted characters without specialised equipment or training. However, it should be practical for a human to impersonate a subverted character. A subverted character automatically knows the subversion process and recognition signs that reveal his nature to another subverted character.

## Horror Indices

In addition to the four standard Compliance, Happiness, Loyalty and Security Indices, secretly track a new Index: Infiltration. The Infiltration Index measures the extent of alien infiltration in Alpha Complex, from 1 (almost no infiltration) to 20 (aliens openly rule the entire complex). Start the Infiltration Index at about 6–8, indicating extensive alien influence in the Troopers' own sector and unknowable numbers of other sectors.

The Troopers can reduce the Infiltration Index by locating and destroying alien subversion centres and by persuading unsubverted citizens of the menace. In the absence of this positive action, automatically increase the Infiltration Index by 1 every few scenes or missions, as the whim strikes you. If one Trooper subverts another, then raise the Infiltration index by 1.

When Infiltration reaches 20 and the Troopers wind up standing alone against the alien menace, apply violence rarely but fiercely. When the action starts, paint the scene with blood. Don't forget the screams.

## 36. ALTERNATE PLAY STYLES

### Overkill

**PARANOIA** Overkill is slapstick satire of dumb cop stories – that is to say, ‘dumb stories about cops’ and ‘stories about dumb cops.’ A team of Tough Cops Who Never Play by the Rules invite the Communist menace to Say Hello to My Little Friend. Remedying criminal malfeasance through direct application of cone rifle shells, the Troopers must then handle the narrow-minded bureaucratic fussbudgets back at Headquarters, who never see why it was necessary to destroy the subsector in order to save it.

Overkill resembles the Zap style described in *TROUBLESHOOTERS*, but in place of laser shots in the back, Troopers take out their fellow officers by producing convenient avalanches of rubble.

**Overkill influences:** *Robocop*, *Invader ZIM*, *Dirty Pair*, the *Lethal Weapon* series and the Keystone Kops.

### Running Overkill games

Boy, this is a toughie. How about this – arm the Troopers to the teeth and send them into wretched hives of heavily armed scum and villainy. Glad we could set you on the right path.

Okay, there are a few non-obvious wrinkles to Overkill. For one, the aforementioned wretched hives might be owned and operated by the Troopers’ own superiors. The villains may belong to a Trooper’s own Secret Society. Conflicts of interest are everywhere. That said the fastest and most direct resolution of the crisis should involve heavy firepower.

### Overkill rules tweaks

Every Trooper can have any weapon up to INDIGO Clearance. Encourage each player to give his favourite high-power weapon a name, such as Annie, Bonnie, Carrie, Dori, Effie, Fanny, Ginny, Honey and so on. A Trooper who attacks with a named weapon and speaks the weapon’s name before firing (important!) should receive a to-hit bonus based on style and flair.

### Overkill Indices

The standard Compliance, Happiness, Loyalty and Security Indices could still

work, though players may pay them little attention amid the carnage.

### Heist

**PARANOIA** Heist (also called ‘Caper’) captures the mood of movies where a pick-up team of crooks or drifters strike it rich with a big score, and then it all unravels when one betrays the others and takes all the money himself.

The *INTSEC* Heist style starts by reducing the usual disaffections that fracture **PARANOIA** groups. All the Trooper Player Characters share the same Secret Society or closely allied societies. They may even know each other’s mutations, possibly because the heist leader recruited them specifically for these abilities. Internecine departmental struggles are minimised. The Troopers have no conflicting agendas at all. The heist can work perfectly and everyone can get away clean, as long as everyone is perfectly loyal to the team – as long as no one succumbs to temptation – as long as no one breaks under interrogation. It seems so simple. What could possibly go wrong?

For this style of play, it helps if you have the *PARANOIA TROUBLESHOOTERS* rulebook as well as the *INTSEC* book. A heist usually requires lower Clearance inside accomplices from other Service Groups; generate these stooges using *TROUBLESHOOTER* rules.

**Heist influences:** Wikipedia’s ‘Heist film’ category lists 200 entries, including *The Italian Job*, *The Bank Job*, *The Usual Suspects*, *Reservoir Dogs*, *Lock Stock and Two Smoking Barrels*, *The Asphalt Jungle*, *The Killing*, *Topkapi* and many others. The Heist play style builds on these but ignores betrayal-free heist films (boo!), such as *Ocean’s Eleven/Twelve/Thirteen*, *Kelly’s Heroes*, *The War Wagon*, *Mission: Impossible* and dozens more.

### Running Heist games

Most caper stories involve a huge payoff; if the caper-ers pull it off, they need never worry about money again. To make this work in Alpha Complex, dangle the idea of an oasis of safety, perhaps Outdoors or in the Underplex (the vast network of abandoned rooms and tunnels that interpenetrates the entire city). Or with

sufficient funds, the Troopers will be able to buy themselves VIOLET Clearance and live the good life.

As the story begins, assume every Trooper PC is in on the heist, and they have already chosen a target, such as a prosperous Service Group, an R&D lab device or a High Programmer’s estate. Either give the players a likely plan they can tweak, or let them work out the entire scheme from scratch. If you give them a plan, make it workable, not a booby-trap; paranoia should arise from the Troopers’ suspicion of each other, not of your plan.

Every caper story has three stages: planning, execution and aftermath. First the Troopers must recruit a few NPCs as accomplices, figure ways past security, arrange diversions, devise ways to transport the loot, and know how to cover their tracks. Then, as they carry out the heist, introduce an unexpected incident that forces them to improvise workarounds. Maybe the Troopers have to sacrifice an NPC or two, or even one of their own. But – this part may surprise you – the heist should basically succeed.

Succeed? Yes indeed. Then, while the PCs are counting all their money, have Internal Security’s Internal Affairs department pull them in, one at a time, for ‘routine questioning.’ Internal Affairs start tempting them or coercing them, one by one, until someone cracks.

### Heist rules tweaks

All Trooper PCs are of middling degree (8–12) in the same Secret Society (usually Free Enterprise or Pro Tech). The caper’s ringleader is of slightly higher degree than the rest, who all share the same degree. They all know each other’s mutations.

Along with Access and Power, each Trooper PC in a Heist game has a new attribute, Interest, ranked from 1 (low) to 20 (high). Like the other attributes, a player doesn’t know his character’s Interest rating. Give the heist ringleader a starting Interest rating of 7; the other PCs start at Interest 5.



## INTSEC

Raise a Trooper's Interest score by 1 or more when someone observes him doing something illegal – that is, he makes a die roll under the current scene's Tension level. The more illegal the act, the higher the Interest increase. What? How is an Interest score lowered? Hmm – we could have sworn we had a rule for that. Oh well, not important.

The Interest attribute measures the degree of fascination the character incites in IntSec's Internal Affairs division. The Interest attribute works something like a permanent character-specific Tension score. A high-Interest character draws close scrutiny as a vulnerable member of the heist team, is frequently interrogated and becomes a prize catch in an investigation. Internal Affairs leans on the PCs in Interest order, low to high, trying to get them to fink on the highest-

Interest character, who is presumed to be the brains of the operation. (Feel free to play this for comic effect if the 'brains' is a low-ranking muscle man.)

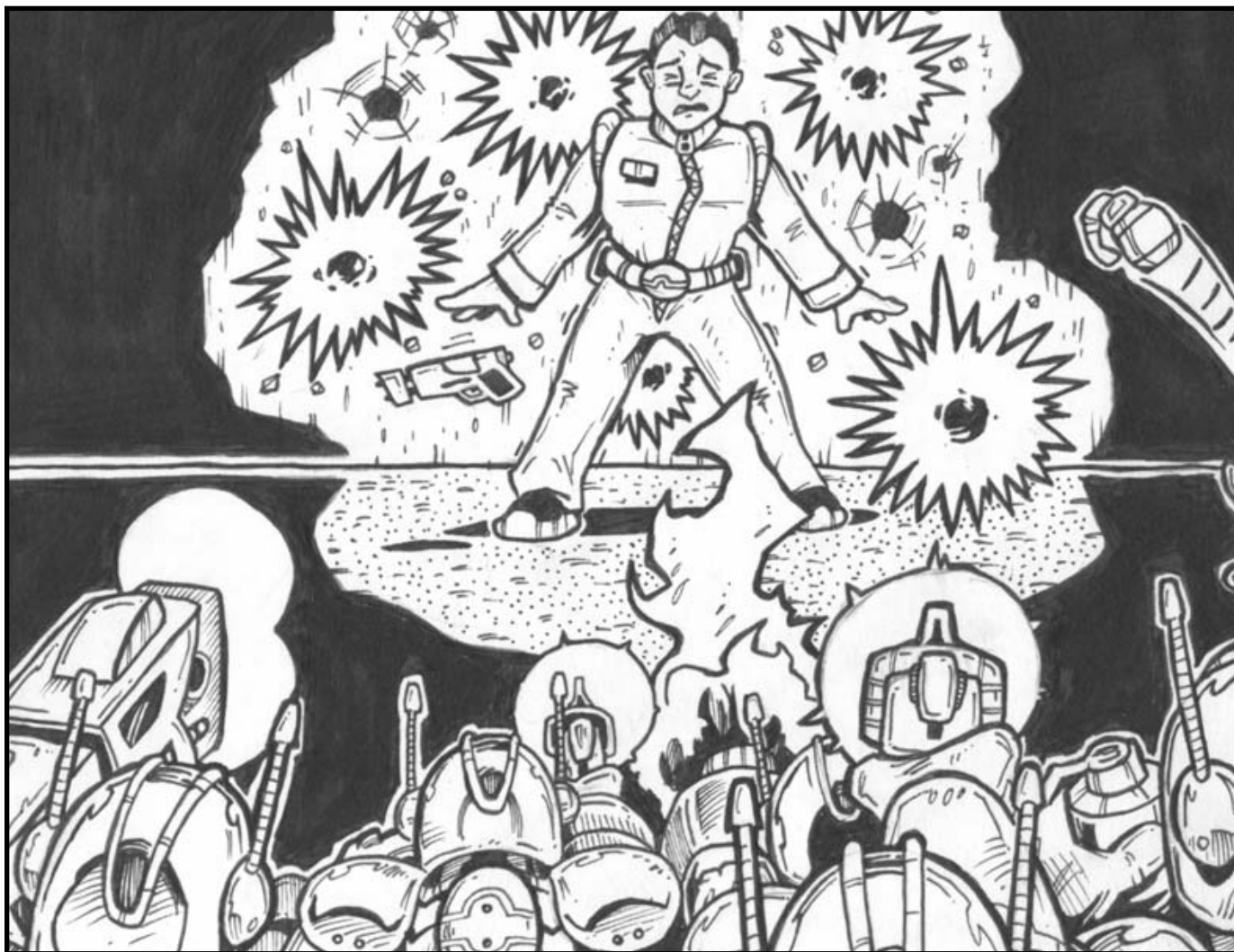
Internal Affairs plays good cop-bad cop. Good cops present inducements as the inverse of the subject's Interest – low-Interest characters are offered Clearance promotions and cushy new duties; high-Interest characters are offered pittances. Bad cops make threats directly correlated to the subject's Interest, with high-Interest characters facing termination and even Erasure.

Conduct Internal Affairs interrogations as private conferences with each player. After each conference, an Affairs officer hints to the next-highest-Interest PC about how his predecessor spilled his guts, regardless of whether this is true.

Apply psychological pressure, and if that fails, apply a few arbitrary punishments here and there. If the entire heist team holds out and stays together, they can get away clean. But if anyone finks, the rest become hunted fugitives, with Interest 20.

### Heist Indices

Delete the Happiness and Loyalty Indices. Retain the Compliance and Security Indices; raising Compliance lowers Security and vice versa. In the Heist style, high Compliance levels help Troopers' abilities to recruit (coerce) NPC accomplices for their caper; low levels hurt it. Low Security generally reduces the Tension level of scenes where the Troopers execute their heist; high Security – okay, you know where this is going.



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