

Ultraviolet Clearance Reference Sheet

Warning! This document is classified Ultraviolet Clearance!
Reading of this document by those of Violet Clearance or below is Treason!

Weapon Chart

Weapon	Damage Number	Type	Radius	Range (meters)	Ammo	Spray Area
Non-Experimental						
Laser Pistol	8	L	—	50	6	—
Laser Rifle	9	L	—	100	6	—
Grenade	8	P	5	20	1	A
Slugthrower:						
Solid Slug	7	P	—	50	6	—
Dum-Dum	8	P	—	40	6	—
HE	9	P	—	40	3	—
AP	9	AP	—	40	3	—
HEAT	11	P	—	40	1	—
Napalm	7	F	3	40	1	A
Flare	—	—	10	40	1	A
ECM ¹	7	F	10	40	1	A
Gas ²	—	—	5	40	1	A
Experimental						
Sonic Pistol	7	E	—	60	10	—
Sonic Rifle	8	E	—	100	10	—
Blaster	9	E	—	50	1	—
Energy Pistol	8	E	—	50	5	—
Ice Gun	8	P	—	50	25	S
Needle Gun	8	AP	—	20	20	S
Flamethrower	11	F	—	20	10	S
Gauss Gun ¹	9	F	20 ³	20	100	A
Tangler ⁴	—	—	—	50	3	—
Stun Gun ⁵	—	E	—	40	6	—
Hand Flamer	10	F	—	40	3	—
Plasma Gen.	20	F	20 ³	20	10	A
Semi-Automatic Slugthrower:						
Solid Slug	7	P	—	50	10	S
Dum-Dum	9	P	—	40	10	S

Weapon	Damage Number	Type	Radius	Range (meters)	Ammo	Spray Area
HE	10	P	—	40	5	S
AP	10	AP	—	40	5	S
HEAT	12	P	—	40	1	—
Napalm	8	F	3	40	1	A
Flare	—	—	10	40	1	A
ECM ¹	10	F	10	40	1	A
Gas ²	—	—	5	40	1	A
Cone Rifle:						
Solid Slug	13	P	—	200	1	—
Dum-Dum	15	P	—	200	1	—
HE	10	P	5	200	1	A
AP	17	AP	—	200	1	—
HEAT	11	P	5	200	1	A
Napalm	8	F	8	200	1	A
Flare	—	—	30	200	1	A
ECM ¹	10	F	30	200	1	A
Gas ²	—	—	20	200	1	A
Tacnuke	30 ⁶	F	160	200	1	A

Melee Weapons

Unarmed: 5I, Force Sword: 12E, Neurowhip: 10E, Truncheon: 8I.

Primitive Weapons

Thrown Knife	7	I	—	20	1	—
Bow	7	I	—	40	20	—
Rock	5	I	—	20	1	—
Knife: 7I, Sword: 9I, Club: 8I, Brass Knuckles: 6I						

Types

L=Laser	P=Projectile	F=Field
AP=Armor Piercing	E=Energy	I=Impact

Footnotes

- 1: Only damages bots and electronics.
- 2: Poison Gas is F3. (see pp.79-80).
- 3: Damages in a 60° cone in direction fired.
- 4: Entangles, doing no real damage. (p.81)
- 5: Stuns, doing no real damage. (p.81)
- 6: Round down to 20 if necessary.

Armor Table

Asbestos Clothing: F4	Reflec: L4
Farraday Suit: E4	Kevlar: P3
Environment Suit: All1	Leather: I1
Combat Suit: All4	Chain: I2
Battle Armor: All7	Plate: I3

Combat Modifiers

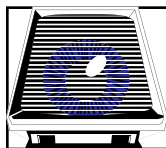
Action or Status	Modifier	Affects:
Attacker Wounded	-4	Both
Point-Blank Range	+4	A
Target Dodging	-4	Both
(really optional)		
Attacker is:		
Moving: Walking	-1	Both
Running	-4	Both
Range: Medium	-2	A
Long	-4	A
Defender is:		
Moving: Walking	-1	Both
Running	-4	Both
in Cover: Some	-1	A
Partial	-4	A
90%	-15	A
Lying Down	-3	A
	+5	M
A: Aimed (Missile) Attacks		
M: Melee Attacks		

Hit Location Table

Roll	Result
1-2	Head
3-4	Left Arm
5-6	Right Arm
7-11	Chest
12-14	Abdomen
15-17	Left Leg
18-20	Right Leg

Damage Table

Damage Number	1	2	3	4	5	6	7	8	9	10	11	12	13	14	15	16	17	18	19	20	Damage Number
No Effect	1-12	1-10	1-9	1-8	1-7	1-6	1-5	1-4	1-3	1-2	1	—	—	—	—	—	—	—	—	—	No Effect
Stun	13-20	11-20	10-18	9-16	8-15	7-13	6-11	5-9	4-7	3-5	2-3	1	1	1	—	—	—	—	—	—	Stun
Wound	—	—	19-20	17-18	16-17	14-17	12-15	10-14	8-13	6-12	4-11	2-10	2-9	2-5	1-4	1-2	1-2	1	—	—	Wound
Incapacitate	—	—	—	19-20	18-19	18-19	16-18	15-18	14-17	13-17	12-17	11-16	10-15	6-14	5-12	3-10	3-8	2-5	1-2	—	Incapacitate
Kill	—	—	—	—	20	20	19-20	18-20	18-20	18-20	18-20	17-20	16-20	15-20	13-20	11-20	9-19	6-18	3-14	1	Kill
Vaporize	—	—	—	—	—	—	—	—	—	—	—	—	—	—	—	—	20	19-20	15-20	2-20	Vaporize



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Vehicular Accidents & Falling from Great Heights Table

Fall (in m)	0-5	6-10	11-15	16-20	21-100	101-1000	1001-10,000	10,001-farther
Speed of Crash (km/h)	0-10	11-25	26-50	51-100	101-200	201-500	501-1000	1001-10,000 faster
Effects								
None	1-8	1	-	-	-	-	-	-
Stun	9-15	2-9	1	-	-	-	-	-
Wound	16-18	10-15	2-9	1	1	-	-	-
Incapacitate	19	16-18	10-15	2-9	2	1	-	-
Kill	20	19-20	16-20	10-20	3-20	2-20	1-19	1-18
Vaporize	-	-	-	-	-	-	20	19-20

Vehicle Combat Modifiers Chart

Action	Modifier	Action	Modifier
Hovering	-1	Going Slow (-25 kph)	-3
Evading	-3	Going Fast (26+ kph)	-6

Insanity Table

(really optional)

Roll	Result
1-10	Stunned
11-15	Anxiety Attack
16-19	Paranoia/ Personality Disorder
20	Whacko

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Security Clearances

(Infrared)	Red	Orange
Yellow	Green	Blue
Indigo	Violet	Ultraviolet

Vehicle Weapons Chart

Weapon	Damage Number	Type	Radius	Range*	Ammo*	Spray*
Laser Cannon I	13	L	-	200m	1	-
Laser Cannon II	13	L	-	200m	2	-
Laser Cannon III	13	L	-	200m	3	-
Anti-Missile Laser	8	L	-	100m	3	S
Sonic Blaster	14	E	50+	50m	3	-
Firethrower	15	F	-	40m	10	S
Tube Cannon I	5	-	-	200m	1	-
Tube Cannon II	5	-	-	200m	1	-
Missile Racks	5	-	-	15km	1	-
Gas Thrower	6	-	20	20m	10	-

Footnotes

- *: Optional Rule
- 1: May fire once every 10 rounds.
- 2: May fire once every 5 rounds.
- 3: May fire every round.
- 4: Fires in 60° cone to front of weapon.

- 5: Fires Cone Rifle shells. Tube Cannon Is require a clone loader; TCIIIs have an autoloader and fire twice per round.
- 6: Fills area around vehicle with any of the gases available for Cone Rifle shells.

Treason Chart

Treasonous Act	Treason Points	Loyal Act	Treason Points
Failure to Be Happy	1	Executing a Traitor	-2
Being Out of Uniform	1	Turning a Traitor Over to IntSec	-1
Failing a Hygeine Inspection	1	Unmasking a Traitor Who is Executed by Someone Else	-1
Disobeying Orders from: a Security Clearance Superior	*	Completing a Mission	-1
a Mission Superior	2	Receiving a Commendation from a Superior	-1
The Computer	5	Testing Experimental Equipment, Protecting it from Damage, and Filing a Report of Test Results	-1
Failure to Defer to a Citizen of Higher Security Clearance	1	Being Extremely Happy	-1
Being Present in a Location of Higher Security Clearance	*		
Possessing a Treasonous Skill	10		
Damaging, Destroying, or Losing Assigned Equipment	*		
Possessing Unauthorized Information or Equipment	*		
Refusing the Assignment of Experimental Equipment	1		
Being Accused of Treason	2		
Making a False Accusation of Treason	5		

*: Variable. The number equals the difference in Security Clearance between the Traitor and the person, area, or equipment being mistreated. Thus, a Red level Troubleshooter in a Blue clearance hallway gets 3 Treason Points. For equipment, you may wish to base it on the value of the equipment instead.