PARANOIA

MISSION BOOK

TARGET

/// CITIZEN: ADM-R-TES-4
/// CIVIC ZEAL: EMERGING
/// MARKET VALUE: DROPPING

MISSIONS

ACHIEVEMENTS

SERVICE GROUP

EQUIPMENT

/// INJURY FORECAST   100%

50
75
100
125
150
175
200

PARANOIA

MISSION BOOK

CONTENTS

I LIKE THE
PART WITH
THE ROBOT
ASSASSIN

INTRODUCTION
P A R A N O I A

Welcome, citizen! This is the PARANOIA MISSION BOOK. It contains three linked adventures designed to introduce new players and Gamemasters to the world of Paranoia. Are you a new player in the world of Paranoia? Then STOP READING IMMEDIATELY. This book is for Gamesmasters only.

Welcome, Gamesmaster! This book serves two purposes:
Are you a NEW GAMESMASTER? Then this will introduce you and your players to the wonders of tabletop roleplay through a structured linear gaming experience known in games lingo as a 'railroad'.

Are you an EXPERIENCED GAMESMASTER WITH NO TIME? This book lets you run an adventure with almost no prep work, and without having to read or understand stuff in advance!

Are you a PLAYER WHO'S TOO EXCITED TO HAVE HEEDED THE WARNING ABOVE? Seriously, STOP READING and pass this book to the GM.

There are three adventures in this book, each designed to take 2-3 hours to play. The first one introduces the GM and players to the basics of playing Paranoia and life in Alpha Complex, step-by-step, introducing new rules and core background concepts only when they come up in the story.

But if you're an experienced games master with no time then you don't want to be reading all this. Let's get straight to the meat of the action! You can skip to 'How it Works'.

IF YOU'VE NEVER PLAYED A ROLE-PLAYING GAME BEFORE?

RPGs are like improv theatre, and you're the director. You know the setting, the story and the limits of the world. The actors (the players) know the parts they'll be playing (known as player characters or PCs), but nothing more. The rules determine what they can do, and whether they succeed or fail. It is your job to shepherd this feckless crew through the narrative by telling them what's happening around them, telling them the results of their actions, and playing the minor roles as well.

IF YOU'VE NEVER PLAYED PARANOIA BEFORE?

Paranoia is set in a massive bunker-city called Alpha Complex. Some time ago something went worng on the surface of the Earth and now the whole of humanity lives here, as cloned citizens, guided by the Computer. Unfortunately Alpha Complex is old and falling apart, and the Computer is old and cranky and refuses to believe that anything is wrong, preferring to blame it on terrorists, traitors, mutants and members of Secret Societies.

In most *Paranoia* games the players are Troubleshooters. However being a Troubleshooter means you need to know something about Alpha Complex and how it works, so in the first adventure the PCs start as freshly cloned citizens with Infrared security clearance, the lowest of the low, and everything has to be explained to them slowly and carefully because Infrareds are a bit dim and also drugged to ensure compliance. This is an ideal state for learning how to plan an RPG.

HOW IT WORKS

Start at Paragraph One of Adventure One, on page 9. You read out the sections written in italics, and ask the players what they want their characters to do. The options underneath the text will tell you what to do or say next. Key concepts and direct instructions to you are in bold type, letting you skim the text quickly. Rules are only introduced when they're needed, usually in boxes within the text.

It really is that simple. If you've got the time then read through the whole adventure and the other two books in the set, but if you know a bit about *Paranoia* already then it's not essential.

You're allowed to make stuff up. Be warned that if you make up too much stuff, then you may derail the adventure from its planned course and you'll end up having to make up most of it. Making stuff up is an important GM skill and the sooner you start to practise it the better. So that's fine.

Just to recap:
> **Bold text** – key terms, rule summaries and direct instructions to you, the GM
> *Italic text* – read this aloud to the players
> ***Bold italic text*** – read aloud in the voice of the Computer

PREPARATION
You will need:
- This book, obviously
- A bunch of six-sided dice, including at least one Computer Dice (it has the 6 replaced by a Computer symbol)
- The pre-generated characters from pages 83-88 of this book
- Pencils and paper
- Two voices. One should be your normal speaking voice, and the other is the voice you'll use for the Computer. Think of the most anodyne, superficial, slightly artificial, fake-emotion voice you can. When you hear a pre-recorded announcement say 'We are sorry for the inconvenience' and you know that nobody is sorry at all, nobody has even thought about it, all that's happened is a subroutine somewhere has triggered the 'APOLOGY' audio-clip, that is the voice of the Computer.

THE ADVENTURES
The three adventures in this book can be played as individual stand-alone one-off adventures, but if played in the sequence here will form a three-session campaign that explains some of the mystery surrounding the Gehenna Incident, which did not happen, and Sector THA, which does not exist.

The first adventure, [Your Security Clearance Is Not High Enough For The Title Of This Adventure], begins with the player characters being freshly cloned. That means for this adventure they will be Infrareds – the lowly worker class of Alpha Complex. If they play their cards right they'll end it with a promotion to Red level and a job as a newly minted Troubleshooter.

The adventure also introduces the game's core rules in a simple step-by-step format, See simple mechanics below.

Adventure two, [$title_not_found], welcomes PCs to the life of Red-level Troubleshooters and introduces them to the intrigues and machinations of Secret Societies. (Which can also be downloaded from Mongoose Publishings website).

Adventure three, [CLASSIFIED], finally delves into the mystery of the Gehenna Incident (which did not happen) and Sector THA, which does not exist.

SIMPLE MECHANICS

HOW DO I DO A THING?

Look at your character sheet. Choose a combination of a STAT (Violence, Brains, Mechanics or Chutzpah) and a SKILL (the things underneath the stats). Convince your GM that these two can be combined to do the thing you want to do. Add the number of the stat and the number of the skill: that's your NODE. (Other things like cards may affect your NODE too.) Roll that many dice, and the Computer Dice as well. Every 5 or 6 you get is a success. Tell the GM how many successes you have, and they'll tell you what happens.

MY SKILL NUMBER IS A NEGATIVE NUMBER

That's bad but not fatal. Well, it's probably fatal. Ignoring the minus sign, add the Stat + Skill together as before, calculate your NODE and roll that number of dice plus the Computer dice. Add up your successes. However, every dice that didn't roll a success counts as a failure (or a negative success, if you like.)

I NEED MORE DICE

You can add an extra dice to a roll by crossing off a point of Moxie.

I ROLLED A COMPUTER SYMBOL!

Tell the GM. When you roll a Computer symbol it means one of two things: either a piece of equipment has gone wrong; or the Computer has decided to take a personal interest in whatever you were just trying to do. This is stressful: cross off one Moxie point.

I HAVE REACHED ZERO MOXIE

You've LOST IT. Moxie represents self-control, so now you're out of control. The GM will tell you what to do.

USING CARDS

Action cards, Equipment cards, and Mutant Power cards can be used in combat. Secret Society cards, bonus duties and #1 Troubleshooter can't.

INITIATIVE

To determine who goes in what order, most cards have an Action Order number on them: the higher the better. Put a card face-down in front of you. At the start of a combat round the GM will call numbers from 10 down to 1. Indicate when your number is called. You don't have to show the card. You can lie about your number. Other players can challenge to see if you're lying. Being revealed as a liar is bad; challenging and being wrong is bad; being right and being proved right are good.

Note: With an Equipment card, you add a Stat to a number to determine the action order for the Equipment Card. E.g., the Grenade card says "Violence + 3"; if your Violence is 1, its Action Order is 4.

ABOUT TIME
WE GOT TO
THE FINANCIAL
EQUIVALENT OF
TORTURE

IN COMBAT

When it's your turn you can do one of three things:

- A Basic Action, which is any normal action, usually a Stat + Skill combo.
- Play the Action, Equipment or Mutant Power card you used in initiative. Follow the instruction on the card. Action cards and some Equipment cards are discarded after use. Mutant Power cards are only shown to the GM, not to everyone.
- Discard the card you used for initiative, take a basic action, and add one extra dice to your NODE.

Reaction cards can be played at any time someone is taking an action, or whenever that card says it can be played. You can play them on game characters, player characters, or yourself. The card will describe what effect it has.

WOUNDS

You can be fine, hurt (-1 to NODE), injured (-2 to NODE), maimed (-3 to NODE), or dead. Once you're at a level, any lesser wound has no effect. A wound of the same level knocks you down another level; a wound of a greater level takes you straight to that level.

CLONES

You get six. Don't use them all at once.

[YOUR SECURITY CLEARANCE IS NOT HIGH ENOUGH FOR THE TITLE OF THIS ADVENTURE]

MISSION ONE

For 2-5 novice or rusty Paranoia players, and a Gamesmaster – that's you. If it's not you then you're reading the wrong book.

GETTING READY

Get your players all together.

Get them to pile their phones and other mobile devices in the middle of the table, face-down. The first person to touch their device has to fetch everyone else a drink.

Give out the character sheets from pages 83-88. Explain that each player will be playing one character, like an actor in a play. Let the players choose one each. Put any spares away.

Do something that changes the mood of the place you're in. Dim the lights, or close the blinds, or put on some music quietly in the background, or put a focal object on the table. Something to change the tone and draw people's attention to the game and make them shut up about whatever they watched last night.

RUNNING THE GAME

1. YOU WAKE UP
(The player characters are cloned)

Read the following aloud to the players, in your own voice:

You come to consciousness. You open your eyes, and although you know you've never been here before, you somehow know where it is: an Infrared-clearance cloning and briefing room for new citizens of Alpha Complex: white, tiled, clean, a bit chilly, empty apart from the other people here and a neat line of uniforms hanging from pegs along one wall. And security cameras, for your security.

There are other people here. Like you they are slightly damp, rather confused and very naked. Well, quite naked. Strategic locations on their bodies are hidden by a cloud of pixellisation. So, you realise as you glance down, are yours. Names float in the air above their heads. They are...

Get the players to introduce their characters to each other, with their names and a brief physical description. Pass them the Players Handbook open to page 14 and tell them not to read it. Now read on.

2. THE COMPUTER SPEAKS
(The player characters learn what's going on)

This is where you use the voice of the Computer for the first time.

'Greetings, new citizens!' *The voice issues from hidden speakers around the room.* *'Welcome to your first day in Alpha Complex. Any previous days in Alpha Complex you may recall are pseudomemories uploaded to your brain lobes, to aid orientation and minimise psychotic incidents in fresh clones. As citizens of Alpha Complex you are now valued members of our great community. You will be given roles and tasks, some simple and some perilous, and your contributions will be rewarded with –'*

*There is an explosion in the distance, drowning out the voice. The room shakes slightly. An alarm sounds for a few seconds and cuts out. A chunk of tiling falls from the ceiling, crashing onto a scrub-bot – a small cleaning robot – that had been sitting silently in one corner next to a stack of mops. There is a brief silence, and then words form in the air: **PLEASE STAND BY***

A moment later two more form: **THE DOOR**

Now ask the players: *'What do you do?'* Some of them will say they move to stand by the door. Good! That shows initiative and a willingness to follow instructions. Make a note of these players: they are patsies, and may be useful in the future.

Whatever the group does, the following happens:

3. MISSION BRIEFING
(The PCs learn)

The door opens and a woman comes in. The name floating above her head is Roz-R-HYT-2. Her eyes are focused on something in front of her that you can't see. Her red jumpsuit matches her hair. A memory you've never accessed before tells you that she's Red level, and you're Infrared, which means she's one level of Security Clearance above you and she can tell you what to do. She does.

'Get dressed, clones,' she says. 'Alpha Complex needs you. We've had a full-on terrorist attack on the lowest level of a nearby sector, and it's all hands to the pump. You don't need the rest of the briefing, if you need to know anything look it up in Alphapedia, through your Cerebral Coretech implant. Everyone's got their CC running, right? Everyone can see my name?' She points in the air above her head. You all can.

If they're paying attention, one or more players may say that their **characters are getting dressed**. If not, ask them if that's what they're doing. In the unlikely event that someone decides to mess around and not follow orders, see the box-out titled 'Treason Stars' on page 24.

Roz-R-HYT continues: 'Great! Your Cerebral Coretech is your link to your friend the Computer. Information, directions, mission updates, XP points, holovids and the rest, it's all beamed straight to your iBall display. Anything else you need to know, subvocalise it. The Computer can see and hear everything you can, so you don't have to describe anything. The Computer knows already.'

ROZ-R-HYT-2

Roz-R-HYT-2 is a non-player character or NPC, meaning that the GM decides what she does and says. You can use her to give the players information, to help them out, or to frustrate them. Roz will do all three.

Roz-R-HYT is a Red-level clone who works for Central Processing Unit, the department that deals mostly with people. She's skilled at navigating the bureaucratic mazes of Alpha Complex. She has no armour or weapons.

She is a shameless and surprisingly good credit-taker, who will do her best to claim she was responsible for anything the PCs do that would earn them XP points – which she can get away with because she's Red level and they're Infrareds. She will take any chance to grab their glory or report any of them to Friend Computer if they put a toe out of line, as long as there are some XP points in it for her.Use this as a running joke through the adventure, until she gets her final comeuppance.

As a Red-level character, Roz knows things that would be useful to the PCs, but you don't know those things. You can get around this problem by having Roz refuse to tell them because it's 'classified' or 'you're not cleared for that' or 'not Infrared business'.

Roz is secretly a member of a Secret Society, the Communists (Gamemaster's Handbook, page 48), and uses her Troubleshooter briefings to assess and possibly recruit new members to it.

WHAT IF THE PLAYERS ASK YOU SOMETHING YOU DON'T KNOW?

There's a good chance the players know nothing about Alpha Complex, and a pretty good chance you don't either. So how do you answer their queries until you've had a chance to read everything? Simple: don't! Welcome to the Alpha Complex way of doing things.

Firstly, ask them who they're asking.

1. Roz-R-HYT or another game character

Roz is too busy to answer questions. 'Ask Alphapedia. If it's not in Alphapedia then you're not allowed to know it.' Other game characters are either too busy, too fearful of strangers, too dismissive of a group of lowly Infrareds to bother speaking to them, or – in the case of Infrareds – too drugged or too stupid to be able to answer coherently, if they even knew the answer, which they don't, or possibly pretending to be too drugged or stupid to know.

2. Alphapedia

Jolly good. Give them the Players Handbook.

3. Asking the Computer directly.

Any question voiced out loud (or passed to the GM in a note) prefaced with 'Computer!' or 'Friend Computer!' attracts its attention. The Computer tends not to give straight answers. Mostly it answers questions with questions, subtly questioning the asker's loyalty and asking for mission updates and why you're not proceeding instead of wasting its processor cycles. Then it'll either recommend you read Alphapedia, or ask that you proceed to a termination booth because your answers have been found to be insufficiently loyal.

4. Asking you.

They're fresh clones. They have some memories implanted, but not many, and in Paranoia not only is a little knowledge a dangerous thing, but a lot of knowledge will get you terminated on the spot. The default answer to 'Do I know...?' is 'How would you know that?' Information is a valuable resource; true information doubly so. At this stage it's healthy for them to feel a bit bewildered, and the Computer wants citizens to be healthy. Keep them in the dark, it's funnier that way.

4. ROZ CONTINUES
(Briefing ends. Inspecting the scrub-bot)

'Okay! Grab your mops. You're all working for Technical Services. And your first job is –' She scans the room *'– to get that scrub-bot repaired. Escort it to the Technical Services depot down the corridor. Make sure nothing else happens to it. Don't screw it up. Alpha Complex needs a lot of scrubbing right now. You'll get 10 XP points each for this.'* She leaves. Now it's just you, the scrub-bot, and some mops.

The scrub-bot is a cleaning robot the size of a suitcase. It has been hit by a chunk of synthcrete that fell from the ceiling, and is currently making a high-pitched whining noise.

If a player wants to inspect or repair the scrub-bot themselves, ask them what **Stat** on their character sheet they think is best for the task, and what **Skill** they want to use with it. If this combination sounds good to you, make them add the **Stat + Skill** numbers together – this is called their NODE – and **roll that many dice**. They should also **always roll the Computer dice as well**; that's the one with a symbol of the Computer instead of a 6. Count up **all the 5s and 6s they rolled: those are successes**. Inspecting the scrub-bot has a difficulty of 2 (a fairly easy task), and repairing it has a difficulty of 4 (a moderately difficult task), meaning a PC needs 2 or more or 4 or more successes respectively to succeed. If they get less, they've failed: they can't do the task.

(Some Skills have negative numbers. Don't roll negative dice for them, as possession of negative dice is impossible and therefore treasonous. Instead, add the two numbers as if they were both positive, but when you roll, subtract any dice that isn't a success from the total. A negative result means they've failed badly, often hilariously so.)

Anyone who successfully inspects the scrub-bot sees it can still move slowly under its own power, but it needs maintenance before it can scrub again as its cleaning rotors have been splintered into jagged barbs.

Anyone who successfully repairs it is able to remove the synthcrete, rejig the wiring and stop it making that noise, but the bot still needs maintenance.

ROLLING THE COMPUTER

If a player rolls the Computer symbol then something goes wrong. Usually this is one of two things:

1. The voice of the Computer booms out of a nearby wall-speaker, asking for a report and update on progress, and sometimes offering help.
2. An important piece of equipment, often something that the PC was using, breaks.

The GM needs to make up a description of what happens and what the effects are. It doesn't have to be bad, necessarily, but things are usually funnier the more stressful the player characters are finding life. There's a list of suggested helpful suggestions from the Computer in the Gamemasters Handbook.

BEING THE COMPUTER

At this stage you need to know five things about the Computer's personality:

1. It controls Alpha Complex.
2. It's everywhere, and sees and hears everything.
3. It means well.
4. It's paranoid about the threat of mutants, traitors and terrorists, and believes they are everywhere.
5. It believes that the ends justify the means, where 'the means' can mean the deaths of thousands of people.
6. It makes mistakes.
7. It does not believe that it makes mistakes.
8. It really doesn't like being told that it's made a mistake.

5. STARTING THEIR FIRST MISSION

(The PCs leave the room with mops and scrub-bot, and activate their Cerebral Coretechs)

Once the PCs are ready to leave the room, the voice of the Computer sounds from hidden speakers:

'*Congratulations on joining the Alpha Complex workforce, citizens! Please accept 1 XP point each as a bonus. XP points can be spent on necessities or luxuries, including increasing your security level. Before you leave the briefing room, ask yourself the following three questions.*
One. Do I have all my equipment with me?
Two. Do I know where I'm going?
Four. Do I know what to do when I get there?
Six. Do any of the people around me look like mutants, terrorists or other forms of traitors?
If the answer to any of these questions is no, or in some cases yes, then ask your mission briefing operative for clarification. Good luck with your mission, citizens!'

The only equipment left in the cloning rooms are **a mop for each PC**, and the **scrub-bot**. If they try to leave without mops, the Computer will say:

'*Citizens! Please recall that issued equipment is your responsibility, and there will be penalties for not taking care of any materials assigned to you. If you leave your equipment in the room it may fall into the hands of terrorists.*'

If the PCs leave their mops unattended at any time during the mission, the mops will be stolen.

Getting the scrub-bot to come with you is another matter. It will not follow simple instructions. It can't be reasoned with. It can be carried (takes two people to lift), cajoled, or threatened. Stat/skill combinations that might work include Mechanics + Program, Mechanics + Intimidate, Violence + Bluff, Mechanics + Charm, and Brains + Operate. It's your call. The PCs will also discover an un-fixed scrub-bot moves very slowly, its shattered cleaning rotors leaving gouges in the floor.

As the PCs leave the room, their Cerebral Coretechs activate again.
A large yellow arrow appears in the air in front of you, indicating you should turn left down the corridor. Unfortunately you can't see much of the corridor as it is obscured by the arrow.

This is from the PCs' Cerebral Coretech, an in-skull system that projects vital information into PCs' eyes and ears, and also allows them to talk directly to the Computer. It also monitors everything they see, hear, smell and taste, so bear that in mind.

6. TRIPPING HAZARD
(The PCs accidentally kill a wanted terrorist)

As you're leaving the room, sirens suddenly blare and a large pop-up window appears in your field of view, alerting you to the proximity of wanted terrorist Wossname the Not Dead. Be careful! He may be after your mops!

The PCs will probably react. Let them do stuff. Once they've finished, read this:

The pop-up message is blocking most of your sight, but around the edges you suddenly spot a man in a black uniform like yours sprinting down the corridor towards you. He looks terrified. Five gold stars float in the air above his head where most people have names. What do you do?

This is the notorious terrorist Wossname the Not Dead, fleeing from a bunch of Troubleshooters who are pursuing him. The PCs are likely to do one of the following things:

- **Get out of the way.** That's fine, no rolls required. The scrub-bot, however, is another matter: if it's free-rolling then it remains in the centre of the corridor, whining.
- **Try to make a barricade, probably with mops.** Make them make some rolls. The PCs' action shows so much initiative that a passing Orange-level citizen stops to tell them to stop messing around blocking corridors and get on with their assigned mission.
- **Try to stop Wossname.** Wossname has avoided more experienced pursuers than the PCs. Any PC trying to body-block Wossname must roll at least 3 successes on Violence + Melee. If they fail, they get in the way of any other PC trying to block Wossname, and that PC must makes their roll with one fewer dice than normal.
- **Something else.** Use your skill and judgement to determine what happens, who should roll some dice, the results of the rolls, and so on.

Whatever the PCs end up doing, **the following things should happen:**

- **Wossname trips over something**, probably a PC who recently failed a roll, a mop or the scrub-bot, and falls to the floor, banging his head.
- **The scrub-bot runs him over, killing him**. (Or possibly gets dropped on him, if it's being carried.)
- **A mop gets broken.**
- The sirens stop blaring and everyone stops and looks at the PCs.

WOSSNAME THE NOT DEAD

Wossname the not dead is a renegade clone. His name does not have a home sector because it was deleted long ago, and he doesn't have a clone-number due to a glitch in the clone records. Wherever and however Wossname dies, he will immediately be re-cloned at a random location – with a full complement of Treason Stars, a price on his head, and vivid memories of all his previous deaths.

Wossname has died, by his own estimate, something more than eight thousand times. His typical lifespan is measured in minutes. He has an extraordinary knowledge of Alpha Complex's abandoned tunnels, ducts, dead zones and other hiding spaces, but most times he can't get to one before some zealous citizen pops him for the XP points and he reappears somewhere else.

Some Secret Societies (Pro Human, Frankenstein Destroyers, Communists) know and respect Wossname, seeing him as a symbol of the Computer's tyranny. If they can get to him before he dies and is recloned, they will help him get to a place of safety. Once Wossname had stopped whimpering, he can be a source of useful knowledge about how Alpha Complex works, and how it used to be. Mostly he wants to stop being re-cloned, and will help anyone who can help him.

Use Wossname as a recurring character, either of slapstick comedy or of deep tragedy depending on how you run your game. If nothing else, he's always a reliable source of a few XP points.

7. HEROES OF ALPHA COMPLEX
(The PCs are rewarded for their errors)

Wossname is very dead and it's your fault. A squad of Troubleshooters thunders around the corridor, resplendent in their red armour, laser pistols drawn, and halt by the corpse. Their leader fixes you with one metallic eye. 'Which of you is responsible for this?'

This is probably the first time the PCs have tried to pass the buck. Let them have a go. **Bluff** and **Charm** skills are useful here. The senior Troubleshooter will point her laser-pistol at any who is either accepting the blame or being blamed by most of the others. She speaks to the ceiling: *'Friend Computer! I am arresting this Infrared working party for the unauthorised termination of the notorious fleeing terrorist known as Wossname –'*

The Computer interrupts: ***'Congratulations, Infrared Working Party! You have aided Alpha Complex with your selfless act of quick thinking. One less terrorist is one more reason to sleep well tonight. Each of you receives 500 XP points immediately. This is enough to raise each of you to Red level. Well done!'*** *The Troubleshooters applaud while looking incredibly annoyed.*

The Computer continues: ***'However, sensory feedback indicates the destruction of valuable Alpha Complex equipment, specifically a revised standard mop. Infrared Working Party, each of you has five XP points deducted as a lesson in taking care of valuable items in your care.'***

'***In recognition of your abilities, you are being reassigned to a new mission, where there will be less chance of damage to equipment. Await new briefing details. Thank you.'***

So the PCs are now **four XP points away from promotion to Red level** and – probably – becoming Troubleshooters themselves. They are likely to spend the rest of this mission desperately trying to get those remaining XP points, and **it is your job to prevent this**, at least until we get to the end of the adventure. Roz-R-HYT is your tool for this: she'll grab all the glory and the points wherever she can. More on Roz on page 12.

8. NEW MISSION
(Roz-R-HYT reappears, and the PCs get a new mission)

The Troubleshooters leave. A large scrub-bot appears from a hatch in the wall and makes itself busy ingesting the corpse of Wossname, the broken mop and the smaller scrub-bot. Roz-R-HYT reappears from down the corridor, bearing a sheet of paper. 'I suppose you think you're clever? The sector's in crisis and you go around interrupting the work of Troubleshooters. I'm not impressed. Plus you've been reassigned, effective immediately.

'It says here you're to go to Sector HOY, where you must find a plug, unplug it, and plug it back in again. Don't ask me questions: I know as much as you do. Cerebral Coretech will guide you. Keep hold of your mops. This is a 150 XP point mission. And – oh great. Apparently I'm coming too.'

9. EQUIPMENT IS ISSUED
(The PCs get some toys to play with)

A notification pops up in everyone's Cerebral Coretech, directing them to the nearest Production, Logistics and Commissary depot.

The PCs should go there. The yellow arrow will not go away until they do. Roz is already on her way, ahead of them.

Production, Logistics and Commissary turns out to be next door to the Technical Services department that you were supposed to deliver the scrub-bot to. PLC, your Cerebral Coretech reminds you, is where you get mission-critical equipment from. A bored-looking technician looks up at you. 'Infrared Work Party to sector HOY? Wait there.'

Get the Equipment Card deck out of the box and sort through it to find the following cards:

GRAPPLE GUN

ACTION ORDER
MECHANICS + 2 — MEDIUM LEVEL 2

Uses compressed gas to shoot a grapnel attached to a steel cable; very useful for climbing, swinging, or rapidly descending. Could be used as a Level 1 weapon, with the additional benefit (or problem) that on a successful hit you are now attached to your target.

BODY ARMOUR

ACTION ORDER
ATHLETICS -2 — LARGE LEVEL 2

Increases the wearer's defence rating by 2. Makes hydraulic noises. Has a habit of coming off, breaking or running out of power at inopportune moments (or critical failures).

MEDKIT X3

ACTION ORDER
BRAINS + 2 — SMALL LEVEL 1

Whack one on a wound and watch it infra-heal! Isn't nanotechnology and morphine great?! Some medkits will even regrow a missing limb. You weren't missing a limb? Now you have a spare! Make a Brains + Science check to use properly.

MEGAPHONE

ACTION ORDER
CHUTZPAH +3 — MEDIUM LEVEL 1

Make yourself heard in noisy situations and at long distances.

The technician hands the equipment to Roz, ticking each one off on a checklist. 'Crowbar – issued the last one an hour ago. Breathing apparatus – we're out. Jetpacks...' he gives Roz a long-suffering look. 'Scrub-bot, now, we were supposed to have one come through from Technical Services but there's been some sort of a hitch. You got mops. They'll do. Sign here.' Roz sighs, signs, takes the megaphone, and gives out the rest of the equipment.

Give three players one card each. Make them sign a piece of paper for it. Roz gives nothing except a nasty look to the player of the PC who broke their mop.

Experienced GMs and players will have realised that by signing the form, Roz just took responsibility for the equipment. If anything happens to it, that's her responsibility. If you were wondering how the PCs can get back at Roz later, this is one route to it.

10. GETTING TO SECTOR HOY
(An elevator and an awkward conversation)

Sector HOY is not very close. Roz leads you to a bank of turbo-elevators and punches in your destination. The doors close behind you. The elevator drops, changes its mind, goes briefly sideways, and then up.

'It's meant to do that,' Roz says. 'At least, it does that.'

The ride seems to go on for a while, and it's not possible to tell if the elevator is moving any more, or just standing still and vibrating. See if the PCs do anything. If they damage the elevator in any way, Roz will report them to the Computer and claim XP points for doing so.

11. OPENING THE DOORS
(The PCs discover that Sector HOY has been flooded, and this may cause problems)

The elevator comes to a stop, but the doors do not open.

PCs ask why. A lot of machinery in Alpha Complex has a basic intelligence and sensors, and that includes these elevators. *The lift reports 'Substance in proximity to doors may cause inconvenience to occupants.'*
PCs open the doors anyway. it's easily done: there's a button-override on the control panel. Read the italic text below.
PCs refuse to open the doors and go back. The Computer is displeased. It informs the PCs they they will be on latrine-pumping duty for the rest of their lives. Occasionally – wait, did Roz just press the door-open button anyway? Oh, she did.

As the doors open, through the gap you see that the elevator has stopped about a metre below the red-carpeted floor level. No, the floor is moving. In slow motion a wave of viscous red fluid cascades into the elevator compartment, covering you up to your waist. It smells of strawberry flavouring. Outside, the huge lobby area is awash with it. The guiding arrow appears, pointing straight ahead. Your destination, it says, is subsector K15.

Anyone who tastes it or asks the Computer will find **the substance is Red Dessert Topping**. Terrorist action has breached a massive vat of the stuff, flooding Sector HOY to **a depth of one metre**, for reasons that are unclear at this time. It has the consistency of chocolate sauce. Items of furniture float half-immersed on its surface. Clones are struggling through the flooded elevator lobby and nearby corridors, trying to go about their business.

Red Dessert Topping is **sweet and slightly acidic**. It has a suboptimal effect on any equipment that comes into contact with it. Every time a character uses a piece of equipment that's been dunked in RDT, even if they're not making a roll for it, they have to roll the Computer dice. If the **result is the Computer face then the equipment has been eroded or gummed up** by

the viscous fluid and doesn't work any more. Field-stripping and rebuilding it may fix it, or it may not: your call, or let the player roll for it.

Red Dessert Topping doesn't affect Cerebral Coretech, which has a protective layer of human.

If asked, Roz will tell the PCs how to make the guiding arrow smaller so it doesn't block most of their field of view.

12. ENOUGH FREE REIGN TO HANG THEMSELVES
(The PCs can investigate the area and choose their course of action)
At this point let the players discuss and decide what to do next. They could:
1. **Get back in the lift** and go home. Roz-R will try to persuade them against this. If they insist, she will report them to the Computer for dereliction of duty. Treason stars will appear above their heads (see 'Treason Stars' box) unless they return to duty.
2. **Try to explore on foot.** Wading through Red Dessert Topping is tough, slow going. Swimming is even slower.
3. **Improvise a raft from furniture.** Much better. Benches, tables, barrels, chairs and anything else buoyant can be lashed together – make the PCs make some rolls – to form a passable craft. For propulsion they could make oars or use their mops to punt. If their ideas sound plausible, let them do it.
4. **Talk to the people around them.** These are the regular inhabitants of Sector HOY. Play this out as a regular conversation, with questions and comments from the PCs eliciting answers and information from the game characters.

- The sector flooded a couple of hours ago. It's stopped rising but doesn't seem to be draining.
- The Computer has told them to carry on as normal. They trust the Computer.
- Strange things are happening in subsector K-15. They've heard rumours.

5. **Talk to the Computer.** The Computer gives advice: 'Analyze the problem, develop a solution and execute it. If the solution proves to be wrong, execute the developer. Bonus XP points may be awarded for successful developments or executions.'
6. **Something else.** Let them come up with their own ideas, and use your judgement and the dice to determine if they work or not. Reward creativity and cleverness, and make note of anything that you can use later in the game to hang a joke on or thwack them hard in the ambition.

TREASON STARS

The Computer monitors how loyal its citizens are with a system of Treason Stars. Most citizens are properly loyal and have no stars. A citizen with one star is suspicious, three is borderline, four is wanted for interrogation, and anyone with five stars is automatically a wanted traitor and should be arrested or terminated on sight. A citizen's stars always appear in a corner of their own in-eye display, and certain citizens, mostly Troubleshooters, can see anyone's stars.

13. EXPLORING

(The PCs and Roz leave the lobby and begin to find their way through Sector HOY)

You move out of the lobby and down the passage in the direction of the glowing arrow. Away from the big spaces, the flooded sector seems largely deserted. Going is slow. The red fluid slops lazily against the corridor walls. Most of the doors are closed; through the ones that aren't you can see ordinary rooms, their contents bobbing about.

If the PCs want to explore or see if they can find any equipment, the rooms they venture into will be (roll or choose):

- **A Red-level dormitory**. Beds, chairs, small lockers with personal possessions. Nothing of value.
- **A Troubleshooter break-room.** There are two Red-level laser pistols hanging in holsters from a rack on the wall. It is strictly forbidden for Infrared citizens to use Red-level equipment, but the PCs will probably be tempted. Anyone who sees them with one of these pistols will report them to the Computer. If they hunt around, they can also find two grenades here.
- **A Production, Logistics and Commissary office.** The door has to be forced open, because it's been blocked on the other side to stop the liquid coming in and ruining the important paperwork. Inside, a harassed Yellow and Orange staff scream at the PCs to shut the door and go away. If they don't, they will be made to help mop up. And they have to leave to carry on with the mission, which will mean opening the door again.

- **A restroom.** All the facilities are below the surface of the RDT sea. How to poop? How to wash your hands? What to do if the Computer should instruct you to wash your hands? (Note to GMs not paying attention: find a reason to have the Computer order the PCs to wash their hands.)

DYING

If anyone – a PC, key NPC or some clone wandering across the background – dies at any point, then thanks to Alpha Complex's innovative cloning system a replacement version of them will be delivered to the scene in a handful of minutes. The new clone will have all their predecessor's memories, and a duplicate set of clothes and equipment. Almost everyone has a total of six clones; this is what the number in their name refers to.

14. THE TROUBLE WITH SECURITY CLEARANCES

(The PCs and Roz reach a passage that the PCs are not allowed to access)
After a few hundred metres you come to a crossroads. The guide-arrow says to turn left, but that corridor has a red stripe at eye level, meaning that only Red-level and higher citizens can go that way.

The PCs can:
1. Ask Roz. Roz suggests that they come this way anyway. After all, they're on a mission for the Computer. If they do, see 2 below.
2. Go that way anyway. *Roz waits till you are ten metres into the corridor, then says, 'Computer! Several Infrared citizens are in a Red-level area.'*
The voice of the Computer booms from nearby speakers: 'Infrared citizens! Immediately vacate the Red-level corridor. Each of you now has one Treason Star. Citizen Roz-R-HYT, receive 30 XP points for your vigilant attention.' If the PCs want to argue, perhaps because it was Roz who told them to go down the corridor, then roleplay the conversation. You'll have to play both Roz (sanctimonious) and the Computer (more likely to trust Roz as she's Red-level, unless the PCs have any evidence). They may be able to persuade the Computer to remove their stars and Roz's XP points. Whatever happens, this is likely to end in bad feelings, grudges, and possible future bloodshed. Treason stars are explained on page 24.

3. Ask the Computer. Computer says no. If the PCs stress that this is an incredibly important mission, it will grant them a one-time access pass for that section of corridor. Smarter PCs may realise they're going to have to come back this way.

4. Find a different way around. Alphapedia has maps, of course, and it's possible to plot a course around the corridor. It takes an extra ten minutes of travel.

15. PIRATES
(The PCs encounter hostile sailors on the syrupy seas)

The corridor widens out into a large food-service area. Islands of what looks like congealed Breakfast Mix float serenely between the counter-tops that protrude above the low waves on the liquid. High above, sparks flicker between shattered lighting-fixtures hanging from the vaulted ceiling. Then there's a yell of 'A-HOY sector! Torrents amidship on the scurvy bow port! Overclock the mainsail and prepare to be motherboarded!' Five people row into view, paddling a long table with sheets tied to its legs. A black flag with a skull dangles limply from one inverted table-leg.

Members of **two Secret Societies**, the Alpha Complex Local History Research Group (Gamemasters Handbook page 43) and the Phreaks (Gamemasters Handbook page 67) have taken advantage of the situation to band together and combine their **vague knowledge of 'pirates'** to take control of what they believe are the 'high seas'. Armed with fire-axes and cooking knives, they are **a ferocious crew**.

The PCs can:

Parlay. The pirates are engaging in an archaic form of recreation called 'live action roleplay' which will probably lead to their untimely terminations but hey, what's a lost clone compared to this opportunity of a lifetime and you never know, this might be the final breakdown of Alpha Complex and they might actually get to set up a pirate kingdom and become lords of booty, whatever booty is because sources differ on that. They are happy to talk to anyone who get into the spirit of the thing and will try to persuade them to join them. Note that though the players know what pirates are, the PCs have no idea and their attempts to bluff it may need some appropriate dice rolls to pass muster. If they can establish a rapport with the pirates, the captain will be happy to give them some information (see below).

JUST DESSERTS

Surrender. The pirates are gleeful. 'Prisoners! Take their planks! Make them do the booty walk!' The PCs are forced to walk an improvised plank and jump into the red sea. If they do it the pirates cheer loudly, and then seem confused about how to carry on. They become friendly and will offer advice about how to get to subsector K-15. But they advise against it. They've heard tales about that place, aar gym-shoes and all that.

PIRATES

/// ACTION ORDER

PIRATE 1: 3   PIRATE 3: 4

PIRATE 2: 4   PIRATE 4: 6

/// HEALTH BOXES

PIRATE 1: ●●●●●   PIRATE 3: ●●●●●

PIRATE 2: ●●●●●   PIRATE 4: ●●●●●

/// SKILLS

NAVIGATE UNSTEADILY +2; ARGUE ABOUT HISTORICAL
ACCURACY +3; MELEE COMBAT +3; SWIM -1

Try to wade or swim to safety. The red sea is still only a metre deep here: the pirates' table moves faster through it than a self-propelled character, but it's not stable and can easily be overturned by two or more PCs working together. If PCs can get to a corridor, the pirates will not follow.

Fight. See the 'Fight!' box below. The pirates will only become homicidal if the PCs do first.

Something else. The pirates are possibly even more inept than the PCs at navigating their craft and may well overturn it (you can have them roll some dice every time they try something tricky). If the Computer intercedes at any point then playtime is over and the pirates are told to get back to their regular duties.

The pirate's leader is 'Infrared Beard' (Tobias-O-MLY), and he's not inclined to help a crew of Infrareds interrupt his bid to set up a new pirate kingdom in his sector, but if they're happy to play along then he'll help them with advice. The pirates are deathly afraid of sector K-15: they say the Crackling lurks there, and they will not come with the PCs.

INFRARED BEARD

/// SKILLS

BE OBEYED: +3

MELEE COMBAT: +3

/// HEALTH BOXES

INFRARED BEARD: ●●●●●

/// EQUIPMENT

INFRARED BEARD POSSESSES A SET OF BREATHING APPARATUS WHICH HE WEARS AT ALL TIMES. IT MAY BE POSSIBLE TO PERSUADE HIM TO SWAP IT FOR SOMETHING ELSE, OR TAKE IT FROM HIM BY FORCE.

FIGHT!

HOW TO FIGHT SOMETHING IN PARANOIA.

This is probably the most complex bit of the rules in this book. You should suggest that the players get some more drinks or snacks while you read this bit.

Deal each player involved in the fight a hand of four cards from the Action deck. There are two kinds of Action Cards: Actions and Reactions. Action cards have an Action Order number on them, which show who goes first, the higher the number the better. Reactions have a ⊗ symbol.

GM: start counting 'ONE paranoia TWO paranoia...' All the players must have an Action (or Reaction), Equipment or Mutant Power card face-down in front of them before you reach five. If not, they don't get to do anything this turn.

Now work out the order that people do stuff. Call numbers from 10 to 1 in order. Players indicate when their Action Order (AO) number is called. However, they can bluff and say a false number. They don't have to show the card to prove it unless another player challenges them.

Challenging is a bit complicated, and you may want to rule that bluffing and challenging are above the slightly sedative-addled abilities of Infrareds, and introduce them in the next session of the game. They're explained in the Players Handbook.

NPCs and other game characters get to take their turn when you want them to. Some NPC descriptions will say what their Action Order number is. You can ignore that if it's more interesting to have them act another time.

When a player declares that you've reached their Action Order number, they can do one of three things:
- Pick up the card and put it back in their hand, then take a Basic Action. That's any normal action, usually a Stat + Skill combo.
- Play the Action, Equipment or Mutant Power card they have face-down in front of them. Follow the instructions on the card. Action cards and some Equipment cards are discarded after use. Mutant Power cards are only shown to the GM, not to everyone.
- Discard the card they used for initiative, take a Basic Action, and add one extra dice to their NODE.

Reaction Cards can be played at any time someone is taking an action, or whenever that card says it can be played. You can play them on game characters, player characters, or yourself. The card will describe what effect it has.

WOUNDS

Characters can be fine, hurt (-1 to NODE), injured (-2 to NODE), maimed (-3 to NODE), or dead. Once they're at a certain level, any lesser wound has no effect. A wound of the same level knocks them down another level; a nastier wound takes them straight to that level.

For more information, see pages 44-48 of the Players Handbook.

16. THE PLUG
(Setting up the climax)
Away from the domain of Infrared Beard, the guiding arrow points down a darkened corridor. The walls are narrower here, the ceiling is lower and more wiring has been exposed and eroded by the Red Dessert Topping. After another few minutes the passage opens into a circular room with a wide spiral staircase ascending upwards. A thick stream of red dessert topping pours down into the area from above. Your Cerebral Coretech pings gently to let you know you've arrived. There is no sign of a plug.

Let the PCs investigate the area. The spiral staircase goes down as well as up: under the surface of the RDT it descends another level, into a vestibule with a sealed door. In the floor of this area, **underneath the stairs, is the plug**. It is not an electrical plug: as you may have guessed, it's a plug on a drain covering: a metal **circular cover about fifty centimetres across**, opened with a wheel on the top. And it is guarded.

It goes without saying that the PCs cannot swim. Do not be afraid to drown a few clones here. Treat them like lives in a video game, or political prisoners cleaning up a leak in a nuclear power station.

Up the stairs, *it looks like something bad has happened. The staircase becomes a tangled mess of smashed metal and bits of Alpha Complex, blocking the way. Red Dessert Topping pours through the gaps in the rubble.* Beyond this, if anyone queries their Cerebral Coretech map, is the exploded remains of the Red Dessert Topping storage vat, the remnants of which are still pouring down the stairs.

If anyone investigates down the stairs, either by exploring or by dropping an object, move to the next section.

17. WAKEN THE CRACKLING
(In which the PCs wish they hadn't done that)
Something stirs in the gloom of the red sea. Long, sinuous lengths as thick as your arm uncoil from the bottom of the pit and quest upwards towards the light – and you.

The PCs have disturbed a **SKW-1DD0 maintenance-bot** that exists to open the plug in emergencies, and to prevent unauthorised people from opening

the plug at unauthorised times because it turns out the plug shaft leads to the kind of places that Secret Societies really enjoy hanging out. Repeated exposure to Red Dessert Topping (what, you thought this was the first time this had happened?) has corroded its circuits. Now it **lies in wait, attacking anything that approaches the plug**. It has long articulated **tentacles**, coincidentally one per PC, connected to a bulbous body topped with **a single large sensor** that remains under the stairs. **Smashing the sensor will destroy the SKW-1DD0.**

Make sure each player has four Action Cards and start the fight, using the rules on page 27.
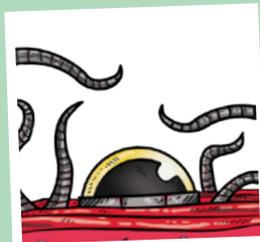
SKW-1DD0

/// NOTES

TENTACLES, PLUS A GRABBER BELOW THE MAIN SENSOR.

/// HEALTH BOXES

EACH TENTACLE*: ● ● ●   SENSOR**: ● ● ●

*THIS MEANS THAT EACH TENTACLE CAN TAKE THREE WOUNDS BEFORE IT'S DESTROYED. **THE MAIN SENSOR ALSO TAKES THREE WOUNDS, AND WHEN IT'S DESTROYED THE SKW-1DD0 CEASES TO FUNCTION.

/// SPECIAL SKILLS

GRAB OPPONENT BY LIMB +2, DANGLE OPPONENT IN AIR +3, HURL OPPONENT AGAINST WALL +2, DRAG OPPONENT TO GRABBER AND BITE IT +3

As soon as the first PC is hurled against the wall, read section 18.

18. ELECTROCUTED!

(The PCs discover a special secret about themselves)

The impact of [character name]'s body against the wall shakes the staircase. Some of the rubble wedged above shifts. An electrical cable slides out of the blockage and slips towards the surface of the red dessert topping, sparking as it comes.

Anyone can try to grab the cable – let them choose what stat + skill to use. They must also make a roll on Violence + Athletics not to be electrocuted by it (fail and become Maimed).

If the cable hits the surface of the red dessert topping, **all hell breaks loose**. Current arcs through the substance and anyone touching it, and also through the staircase which conducts electricity very well. Anyone caught by the current becomes Injured, and –

You feel a wave of something coursing through you. Something strange. Something powerful. You decide to keep this information to yourself.

The electricity has **activated their latent mutant abilities**. **Give each affected character a Mutant Power card** randomly from the deck. Tell them not to reveal its contents to anyone. Tell them there's a strong chance that their card is blank, this is just a way to disguise who's a mutant and who isn't. (This is only 47% untrue). Remind them that being a mutant is cause for immediate termination.

With these new powers it should be much easier for them to defeat the SKW-1DD0 – which in any case has also just become Injured from the electric shock.

Roz stays out of it all, watching and recording. Does this make her a traitor for not fighting an enemy of Alpha Complex? That depends if the PCs think to make that argument to the Computer.

19. A DEAD MAN'S CHEST
(We learn what lies beneath the surface)

Once the SKW-1DD0 is inactive, the PCs can get on with unplugging the plug. This will require some thought about how to get down to the bottom of the topping-filled pit (topping is denser than water so people float more easily in it). Let them work it out for themselves.

When someone does dive down, they find there's another obstacle. **A dead clone is attached to the plug**, drowned, though their Cerebral Coretech still identifies her as Daphne-G-***-6, where the three stars are garbled characters instead of a sector name. Around her neck, on a cord, is **a key to a storage locker**, with details of the location of the locker stamped into the metal. It's in sector THA.

According to Cerebral Coretech, there is no sector THA.

Once the plug is unscrewed **the lid slowly lifts**, giving PCs a short time to get out of the way before several million gallons of red dessert topping begin to drain out. **The suction is huge.** Anyone still in the liquid must make rolls to avoid getting sucked away, which is instant grab-a-new-clone time.

It takes **a couple of hours to drain the sector**. Let's hope the PCs haven't forgotten that their mission is to plug it back in again.

20. Return and Debrief
(Home again, home again, jiggedy jig's up)
Their mission complete, the PCs can return to their home sector. Their Cerebral Coretech instructs them to meet with a debriefing officer in a debriefing room. They have no idea if this is normal: they're new clones.

Debriefing is where PCs report how the mission went, and are quizzed on it. Usually it's an opportunity to try to claim the credit for stuff, or denounce other members of the party as traitors of one kind or another, or at least too suspicious to receive any XP point rewards. The catalyst for this is Roz-R-HYT, the shameless glory hound. She will attempt to grab any glory for herself and pin the blame on any PCs she's developed a dislike for, which is all of them except ones she thinks she can recruit for the Communists.

Their debriefing officer is Vernon-Y-HYT-2, a moon-faced, harried, balding clone who they'll meet again in the next adventure. He will congratulate them on a successful mission and ask a number of questions from the list below. Roz-R will jump in where she can, giving her side of the story. She's believed because she's Red level, but it may be possible to disprove her with recordings made via Cerebral Coretech, or asking the Computer to call up footage from CCTV cameras, which are everywhere all the time.

Sample debriefing questions:
'Explain the reasons for your appropriation and misuse of Sector HOY tables/benches/doors/mops/grenades/foodstuffs/Production, Logistics and Commissary paperwork/ et cetera.'
'You are responsible for the destruction of a valuable SKW-1DD0 unit maintenance bot. Can you explain your actions?'
'Could you identify the source of the red dessert topping?'
'How did you get past the rogue clone known as Infrared Beard?'
'Did you observe any anomalous behaviour in any of the clones around you?'
'Are there any clones you would like to commend for their helpfulness and loyalty to the Computer?'
'Are there any clones you would like to report to the Computer as possible enemies of Alpha Complex?'
'What are your reasons for believing this citizen may be an enemy of Alpha Complex?'
'What are your motives for wanting this citizen to be classified as an enemy of Alpha Complex?'
'At any point did any clone try to recruit you into a Secret Society?'
'We identified a power surge that cost the Computer a great many lost kilowatts. Were you responsible for this?'
'Explain the shocking condition (or loss) of your mops.'

Play this by ear. If the PCs give a good account of themselves they'll each get 150 XP points and promotion to Red level and Troubleshooter status. If they drop Roz-R in it then she'll get no XP points or may even lose a few – don't have her executed, she makes a good recurring character for future adventures.

If the PCs give a bad account of themselves then they'll get just enough XP points to graduate to Red, but it feels grudging rather than earned. And of course they will lose XP points for damage they've done along the way. You may want to charge them for the damage to the SKW-1DD0, but remember they should still finish this adventure at Red level.

Okay! Mission accomplished. Job well done. We hope you have enjoyed your first experience running an RPG and that you'll want to do it again, because the second adventure starts right on the next page.

SNEAK PREVIEW: THIS IS YOUR SUPERVISOR

[$TITLE_NOT_FOUND]

MISSION TWO

Continuation of previous mission.

INTRODUCTION

The Troubleshooters are Red, ready and raring to go! Having spent the last adventure creating their characters and getting to know the game, the players will be keen to step out on their first proper Troubleshooter mission. Unfortunately for them, their first proper mission isn't going to be radically different from their old jobs because they're still technically cleaners, even though they've never had any actual experience as cleaners.

Before you get to this adventure you should have had a chance to read the other game manuals, and understand about how Alpha Complex and the game mechanics work and sometimes don't. So this adventure is a little less hand-holdy and prescriptive, with more free rein for the players and more chances to improvise and have fun for you. Assuming you're the GM, that is. If you're not the GM, stop reading now, lest the GM give you a Treason Star by sticking a gold star to your forehead. If you're the GM, buy some sticky gold stars and use them.

THE MISSION

Here's a quick rundown of what's happening: a depressed Scrub-bot needs help to achieve its daily chores, and the players are the ones chosen to assist. Two overseers on the mission – a Yellow and an Orange clone – will

offer no assistance, but instead are there to manage a drug deal that's taking place in the deadzone beneath sector HYT. They're each trying to screw the other over, and they'll blackmail the Troubleshooters into helping them out. Unfortunately, this is just what the depressed scrub-bot needs to leap into action – the chance to stop some terrorists, and gain the respect of the Computer! Everything goes wrong, as ever, then it's time for debrief and no hot brown drink and no medals.

THE NON-PLAYER CHARACTERS

Vernon-Y-HYT-2, the Troubleshooters' supervisor. Hooked nose and pointy chin; he has a face kind of like a crescent moon. Bald. Always, always tired and overworked; the players are team 14 of 20 that he has to brief before lunch, typically. Is secretly devoted to the Frankenstein Destroyers agenda, or at least a Computer-free Complex.

Jenny-O-THA-3 who oversees their equipment. Cheery, bouncy, wired on too many Wake-E-Wake pills and cans of Bouncy Bubble Beverage: Uncomfortably Awake Flavour. Making the best out of what she's got. Secretly allied with the Mystics.

Awarish-R-HYT-1, who previously had whatever job the Troubleshooters are transferred into and is bumped down to something even more ignoble. She loathes them. She works with Anti-Mutant, despite her mutant abilities of teleportation, and might well act against the Troubleshooters if given half a chance.

Scrub-bot 002, a bitter robot who has forever lived in the shadow of Scrub-bot 001. Depending on the events of session two, by the third session it could be a Hero of Alpha Complex.

THE BRIEFING

Yellow-level Troubleshooter Vernon-Y-HYT assembles the PCs in a briefing room. He looks tired – he always looks tired – and he's carrying a clipboard covered in dog-eared bits of paper and sticky notes. He flips towards the rear of the stack of papers and tells the Troubleshooters to sit down.

Use the briefing room from the first session, if you'd like. If that's been destroyed, or if you fancy a change, pick two (or more!) features from the list below to describe the new room:

- A phone is always ringing and no one answers it
- One wall of the briefing room is a giant, malfunctioning video screen
- There is one less chair than necessary
- A high-pitched buzzing noise seems to be coming from the ventilation shafts
- The same four-bar loop of plinky-plonky electronic music plays forever, as though the room itself is on hold
- The room smells of burning plastic
- There is a stack of RED Troubleshooter corpses in the corner, artlessly covered with a tarpaulin
- The lights in here are too dim to be useful and often flicker out for a few seconds
- An Infrared citizen stands in the corner of the room, facing the wall, staring silently forwards
- A poster on the wall reads: "Were you involved in THE GEHENNA INCIDENT in Sector THA, which does not exist? If so, please chain yourself to the nearest heavy object and report your location to your sector helpdesk. If you were not involved in THE GEHENNA INCIDENT, it did not occur."
- There is an obvious two-way mirror behind the briefing lectern. At one point the mirror asks you to speak more clearly
- The room is still decorated from the Computer's 214th birthday, and a banner reading 'HAPPY BIRTHDAY FRIEND COMPUTER' hangs limply in one corner of the room
- Someone, somewhere nearby, is screaming
- Just before briefing, an Orange clone comes in, stacks all the chairs and takes them away, then leaves them in the corridor outside.

Once everyone's settled in and as comfortable as they can get, given the circumstances, Vernon delivers the mission briefing. Paraphrase or read the following aloud to your players:

'Good morningcycle, Troubleshooters. Given your previous track record in the sanitation and food services services, the Computer felt that it would be a waste of your prodigious talents not to place you on this mission. Your mission is to assist Scrub-Bot 002 in cleaning and maintenance of this very sector. I'm sure you'll be proud to be offered this chance to serve the Computer and improve your home.'

Pause here. Let the players declare how proud they are. If someone really makes a show of it, award them 5 XP points.

'Your Coretechs will be updated with your mission details, so an arrow should be pointing you through to the equipment dispensary – that's your next point of call. If you're ever in doubt as where to go next, follow the arrow.'

The characters can see a big gold hovering arrow above their vision, telling them where to go.

'Before I let you go, I should assign your Mandatory Bonus Duties. These roles have been algorithmically selected by the Computer to take advantage of each of your unique skill-sets. If you feel you have been given an incorrect Mandatory Bonus Duty, you are incorrect.'

Deal out one Mandatory Bonus Duty cards to each player at random. There's more details about the cards in the Players Handbook, but here are some explanations to give to the players:

- The TEAM LEADER is responsible for the overall success of the team.
- The HAPPINESS OFFICER is responsible for the happiness of the team – happy clones are efficient clones!
- The LOYALTY OFFICER is responsible for the loyalty of the clones on the mission, and to sniff out treason wherever it may rear its ugly head.
- The EQUIPMENT OFFICER is responsible for the maintenance and proper operation of the team's equipment.
- The COMBAT OFFICER is responsible for ensuring that the team fights well as a unit.
- The SCIENCE OFFICER is responsible for the team's health and safety as well as investigating any unusual data they discover in the field.

If you don't have enough players to fill out all the roles, that's fine; they do nothing, and only serve as a way for clones to exert tiny amounts of power over each other. Vernon continues:

'Make sure you perform your roles to the best of your ability. If you feel that a team-mate is underperforming, overperforming, or performing their role suspiciously within pre-set parameters of competence, please bring it up with me during your debrief after the mission. Now: any question?'

That's 'question', not 'questions'; Vernon is a busy man. He leaves, after the question, to brief the next team down the corridor.

EQUIPMENT

Next, the Troubleshooters are given their equipment. They should already be wearing their Red jumpsuits. Jenny-O-THA welcomes them to the PLC commissary – she's happy to do her job, but (as ever) she's running late. Waiting in a room down the corridor on a fold-out table next to dot-matrix printouts of their names are, per person:

One (1) RED Laser pistol
One (1) RED rubber glove
One (1) spray bottle of Scum-B-Gone ('It's Good Because It's Flammable!')
One (1) scrubbing brush, long-handled
One (1) hygiene services equipment holster (waist-mounted)

In addition to this, there is the following equipment to be distributed between the team – Jenny tells them to use their initiative on handing it out. Whether this is the job of the Equipment Officer or the Team Leader is probably a matter of who can shout the loudest. If you're feeling efficient, write out these on cards beforehand; if not, get the players to do it.

One (1) automop (a rank 1 weapon, also it cleans stuff)
One (1) pair of safety goggles (defence 2 against eye attacks)
One (1) Tactical Laser Assault Rifle (or TLAR, for short – a level 2 weapon)

Once the equipment has been distributed, the mission readouts on the player's HUDs state that they are to make contact with Scrub-Bot 002 in the corridor upstairs.

SCRUB-BOT 002 AND FRIENDS

The Troubleshooters meet Scrub-Bot 002 in a corridor. It's a large, boxy, vaguely chicken-shaped robot with a wide variety of mops, brushes, hoses, manipulators and chemical sprayers wired into it, hooked up to a pair of arms that protrude from the side of the central body which houses the mechanical and computational equipment that keeps it running. It's a little taller than a Troubleshooter, and much wider.

Scrub-Bot 002 is well liked in sector HYT – it's responsible for improving efficiency by upwards of 0.47 percent thanks to properly cleaning and polishing the floors. But it has a grudge; Scrub-Bot 001 is a Hero of Alpha

Complex after it single-handedly took out a terrorist cell using only a toothbrush and a packet of wet wipes, and now it's living a life of luxury. It gets to clean all the fanciest apartments; it gets the best oil and frequent upgrades; it was even interviewed on a talk show last week about how much it loves the Computer.

Scrub-bot 002 has started misbehaving. It's depressed, bored, and unmotivated to the point where tasks are going undone and dirt is starting to pile up. As such two overseers are accompanying it and the Troubleshooters on today's cleaning rota – Oklo-Y-THB, from R&D, and Wesley-Y-HYT, from Housing Preservation and Development & Mind Control.

Oklo is a broad, heavy-set woman from a distant sector. She's obsessed with noting down or recording everything she sees and hears; luckily for the Troubleshooters, it really is *everything*, so she might well spend ten minutes noting down the precise pattern of floor tiles in a room if she believes that it's important to her report. Oklo is a plant for the Mystics, a Secret Society who are devoted to learning more about drugs and the human body as a means of escaping the drudgery of Alpha Complex.

Wesley is a tall, blond-haired man from HPD&MC. Like everyone in HPD&MC, he has really great teeth. He's been assigned the Scrub-Bot 002 file and it's his job to spin it into a success – his promotion to Green is riding on this. He's secretly a plant from Free Enterprise, the Secret Society who are masters of back-alley capitalism and cutting crooked deals.

The Troubleshooters are there to assist the Scrub-Bot in whatever way they can during this difficult period, while the overseers are there to take notes and act as useful NPCs for the later stages where you're going to persuade the Troubleshooters to join up with their Secret Societies.

Whatever happens, never let the players appeal to authority; their overseers aren't pet Yellow clones that they can sic on problems to solve them. The first time a player tries to use their supervisors' leverage for their own ends, come down on them hard – accuse them of being shiftless, lazy Reds with no respect for authority, bothering hard-working Yellow clones with inane questions, giving them *more* work to do when they're already devoting their entire lives to serving the Computer, and isn't that what *you're* supposed to be doing, Red? Why aren't you serving the Computer? And so on. After that they should realise that the supervisors are there to be distracted and avoided, not helped.

That said, the supervisors will offer help, but only for blackmail purposes later on.

SCRUB-BOT 002

/// ACTION ORDER

DEFENCE: +2

/// HEALTH BOXES

SCRUB-BOT 002:   ● ● ● ● ●

/// NOTES

TAKING CONTROL OF SCRUB-BOT 002 VIA HACKING IS A
DIFFICULTY 3 CHALLENGE, OR LOWER IF YOU THINK IT'D
BE FUNNIER TO SUCCEED THAN FAIL. SCRUB-BOT 002 IS
A LEVEL 3 WEAPON.

OKLO-Y-THB-2

/// HEALTH BOXES

● ● ● ● ●

/// NOTES

LIKE THE TROUBLESHOOTERS, OKLO WILL BE REPLACED
WITH A FRESH CLONE UPON DEATH.

WESLEY-Y-HYT-3

/// HEALTH BOXES

● ● ● ● ●

/// NOTES

LIKE THE TROUBLESHOOTERS, WESLEY WILL BE REPLACED WITH A FRESH CLONE UPON DEATH.

THE MISSION

The Troubleshooters, then, are tasked with doing the jobs the Scrub-bot loves to hate, which is all of its jobs. Pick a few from the lists below and get the Troubleshooters to do them while Scrub-bot 002 makes up excuses as to why it can't.

The Scrub-bot is listless and depressed, and will find any excuse to not do the work it's supposed to do. This corridor is too cramped; this mist makes its servo-motors malfunction; it doesn't have the right sort of mop for this bloodstain; it's out of cleaning fluid, etc. All the while, have it complain (in a stupid robot voice) about how 'Scrub-Bot 001 would be FINE with all this, I imagine' and 'Scrub-bot 001 never runs out of cleaning fluid because *it's* handlers make sure all its needs are met' and 'I wish I was good-looking like Scrub-Bot 001, then I'd be happy,' (the bots are identical) and so on.

Tedious jobs are mind-numbingly boring and, crucially, kind of pointless. They're basic enough (difficulty 1 across the board), but make the player roll multiple times to get them done; invent obstacles as they go, barrage them with an increasing variety of blocks and barriers. On a massive failure, of course, don't be afraid to hurt them.

- Polish all this rice – individually! (Brains + Science, or Chutzpah + Charm to put a brave face on while explaining why it's late)
- Convince a joyless Red jobsworth to let you through to rotate the chicken soup nozzles on the dispenser machines, despite the fact that you don't have the correct forms to do so. (Chutzpah + something, probably Charm, but don't rule out Intimidate or Bluff)
- Carry these boxes up eighteen flights of stairs and arrange them in a stack to block out the light that's dazzling a Green clone as she sits in her office during the daycycle. (Violence + Athletics, as this is a purely physical task)

Dangerous jobs endanger life and limb. On a failure, have the clone *at least* injured for their trouble – just have the player cross off the Injured box on their character sheet. On a big fail, have them maimed, or killed.

- Scrub out the inside of this laundry vat before it fills with scalding water (Violence+Athletics, for speed)
- Mop up all this brake fluid that's leaked in the transbot (train) tunnels (Brains+Athletics, to hear the train coming)
- Take out the bins from this Yellow clearance clone's apartment – unfortunately, some Communists are going through it and looking for dirt on the owner, and they're willing to fight their way out! (Violence + Guns, or whatever method of combat the players choose to adopt)
- Infiltrate a high-ranking clone's quarters (Green or higher) to make sure that they flushed their toilet, navigating or out-talking their zealous defence bots (Chutzpah + Stealth, or Mechanics + Program to disable them remotely)
- Talk your way past some Blue cops and into a crime scene (a drug deal/massacre) to clean up all the blood. (Chutzpah + Charm)

Dehumanising jobs are soul-destroying and underline the Troubleshooters' place in society. These are solely here to make the players feel abused and put upon, so really ham up how awful it all is.

- Wade into raw sewage to retrieve a high-ranking clone's watch that they think they flushed down the toilet after they thought they got bored of it but have subsequently changed their mind. (Don't roll, but take a point of Moxie away from the player)
- Dismember and recycle the corpses of their fellow Troubleshooters or, in extreme cases, their own corpse. (As above – take away two if it's their own body.)

- Make sure the ground in front of this visiting Green clone is perfectly clean, despite the fact that he walks through some pretty grotty areas and insists on spilling his coffee in front of him. (Violence + Science to dash ahead and clean, Brains+Stealth to keep out of his way, Brains + Psychology to work out where he's going next, and so on)
- Eat all this paper! NOW! (Violence + Psychology to keep it down)

Try and have at least one job from each list, and more if you've got time – you want to give the drug-deal and debrief section of the session about an hour in real time, so expand or contract this bit out appropriately.

Describe how snotty the high-ranking citizens are. Describe how filthy, smelly, dangerous and unpleasant the big messes are, contrasted with the refined lives of the superior clones. How does each location smell? What can the Troubleshooters hear? Is the light bright, dark, fluctuating, pulsing red? Are there bystanders, or do the clones feel painfully alone?

For each job completed, give each participating PC 20 XP points. Things are pretty grim – but there's hope in the form of Oklo and Wesley, our cheery Yellow overseers.

A FRIEND IN NEED

The overseers want to convert the Troubleshooters to join their Secret Societies, because if they want the upper hand in the drug deal that's coming later then they will need all the help they can get. So they offer help to the player characters when they're in need.

They only offer items, though. Maybe they offer a clone an improved mop (one with proper absorption) that gives them +1 dice when they use it to clean. Maybe they offer some nausea suppressants to the clone that has to wade through human sewage or cut up their own body. Maybe, if a fight breaks out, one of them offers a Troubleshooter access to a grenade, another laser assault rifle, or a set of body armour. If the Troubleshooters are having difficulty talking their way past someone, maybe then an overseer offers them just the right bribe to hand over and grease the wheels – happy pills, for example, or their favourite flavour of Bouncy Bubble Beverage.

Don't play this as shady, or suspicious – these two are just 'helping out', because they know what it feels like to be Red and out of your depth. They're nice people, even. They're using their power to make things easier. Then, once you've got a few players to accept aid (or forced it upon them,

pulling rank in the middle of stressful situations), it's time to cash in those favours.

THE DRUG DEAL

Here's the skinny – there's a deal going on between Free Enterprise and the Mystics in the maintenance tunnels under the sector, and the overseers both, independently and unknown to each other, want to be there to screw over the other side.

It's all taking place in a Dead Zone, which means that the Computer can't see in there. If the Troubleshooters stay in there too long, teams of additional Troubleshooters will be sent to recover them – so they have to move fast. 'Too long' means as long as you want it to mean.

The Mystics have the drugs (a large and heavy consignment of China Ultraviolet, a powerful consciousness-enhancer) and Free Enterprise have the money (except money no longer exists, so they're trading a large pallet of fixed-value Lunamax cleaning fluid instead). Neither side wants to hand over the goods, and would rather walk away with the whole lot.

CHINA ULTRAVIOLET

China Ultraviolet is a white organic powder that enhances the user's consciousness. Use that to mean whatever you want. Someone under the effects of China Ultraviolet operates at enhanced efficiency and with deeper understanding of the universe. A standard dose lasts for 3-4 hours. Overdosing results in cosmic awareness, the accidental activation of mutant powers, catatonia, coma, and waking up two weekcycles later as an Infrared algae technician.

In game terms, a player character who is high on China Ultraviolet gets +1 to their NODE, and the disadvantage that if they roll the Computer, what they experience may be a hallucination. Once someone who has tried China Ultraviolet comes down from it, they are -1 to their NODE until they get another fix.

If PCs want to acquire more China Ultraviolet then they have a choice: either they now owe the Mystics a huge favour or congratulations, they just joined the Mystics.

THE MYSTICS

Most Mystics are strung-out and twitchy; by contrast these guys are cool as ice, all wearing dark glasses and smoking cigarettes. They carry slick-looking slug-throwers – high calibre, low capacity, liable to blow a hole out your back the size of a side-plate.

THE MYSTICS

/// HEALTH BOXES (in total, not each)

○ ○ ○ ○ ○ ○ ○

/// NOTES

DEFENCE +2, TYPICAL HARM: INJURE OR MAIM

THE FREE ENTERPRISE GOONS

Free Enterprise pride themselves on being calm and collected, so these chumps must be a real embarrassment. No one appears to be in charge, they're arguing and shouting at each other, and their laser weapons look beaten-up and ramshackle – but they outnumber the Mystics two to one.
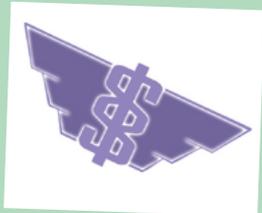
FREE ENTERPRISE GOONS

/// HEALTH BOXES (in total, not each)

○ ○ ○ ○ ○ ○ ○ ○ ○

/// NOTES

DEFENCE +1, TYPICAL HARM: HURT OR INJURE

If any of the Troubleshooters have accepted help from Wesley or Oklo (or both) it's time to hang them out to dry. Have the relevant supervisor take them aside and tell them to get in there and help out with the deal, because (a) they're indebted to the Secret Society; (b) there's a reward in it for them, if they help; and (c) if they don't, they'll be reported for treason.

BUT WAIT!

The previously laconic and disinterested Scrub-bot 002 will see this situation as an opportunity to become famous, just like Scrub-bot 001, and attack these terrorist drug-dealing scum. Here are some of its many weapons:

- Steam-cleaner
- Chemical spray
- Vacuum arm (with comedy oversized bag)
- Chain-scrubber (like a chainsaw but with bristles, not blades)
- And many more!

Doing its best to look good 'on camera' (there are no cameras), Scrub-bot 002 will roll boldly into the middle of the drug deal and command all sides to stand down and report to their nearest re-education booth for corrective therapy.

While Scrub-bot 002 runs amok, it'll do two Injuries per round to both sides. (And one lucky Troubleshooter, should they get in its way.) If left unchecked, it'll kill both sides of the deal, because it's funnier that way. If the Troubleshooters attack it, use the profile provided on page 43.

SOME HINTS ON COMBAT

When a player rolls dice on their turn, that's their action. They'll probably be using a combination like Violence + Guns to shoot people, Violence + Melee to hit them with their mops, Violence + Athletics to keep their heads down or escape with the drugs, Brains + Science to rig their cleaning fluid into a molotov cocktail, Chutzpah + Charm to calm down Scrub-bot 002, or any other number of exciting possibilities.

When a player rolls to hurt an NPC (or a group of NPCs represented by a single stat-block), they inflict one level of damage if they equal the target's defence, two if they beat it by two, three if they beat it by three, and so on. If a group of characters are injured, remove one character from the group for every one or two levels of damage inflicted.

Also, those health boxes on NPC stat-blocks aren't just there to represent blood and guts; players can 'attack' NPCs and do damage to their health boxes by shouting at them, charming them, scaring them off or otherwise breaking their morale.

As the GM you don't get a turn, but you arbitrarily decide who gets hurt, how badly they get hurt, and when in the initiative order it takes place. (For more details on doing this without looking like a jerk, check out the Gamesmasters Handbook.)

THE AFTERMATH

There are a few possible outcomes:

EVERYONE DIES. No one gets what they want, and the PCs have some very valuable goods to do with as they wish if they can get them past Scrub-bot 002. If this happens, it's probably best to have Oklo and Wesley killed in the crossfire, too.

THE MYSTICS WIN. The Mystics abscond with the Lunamax and the China Ultraviolet. In the next mission, have an important NPC who smells suspiciously like Lunamax cleaning and who is unnecessarily obstructive to the PCs, if you can remember to.

FREE ENTERPRISE WIN. Free Enterprise teach their business partners the true meaning of capitalism and kill them so they can take their stuff. In the next mission, have a useful NPC doped out on China Ultraviolet and unable to help, if you can remember to.

THE DEAL GOES OFF AS PLANNED. Maybe a charismatic Troubleshooter manages to talk everyone down from the brink of destruction and cuts a deal? If so, have a unified front from the two drug cartels arrive on the Troubleshooter's doorstep next game (metaphorically, they don't have a doorstep, or a door) and offer them a deal that they can't refuse. As in, they literally cannot refuse it, because they'll go down for orchestrating a drug deal while on official Troubleshooter business if they try not to. Anyway, their mission is to get a sample of the [REDACTED] from sector THA. More on that in the next session, though.

WHAT HAPPENS IF A CLONE DIES IN THE DEAD ZONE?

Good point. There are various possibilities. You choose.

1. Since Dead Zones do not exist according to the Computer, a clone who dies in a Dead Zone is not really dead and therefore its next clone is not activated until there is a confirmed report of the clone's death. This would be bad for PCs, but a good way of getting rid of NPCs.

2. When a clone disappears from the Computer's sensors, it waits a variable amount of time (usually an hour) and then assumes they've been disintegrated in some unrecorded fashion, and activates their next clone, delivering it to the last recorded location of the previous clone. If it subsequently discovers that a citizen has two clones active at the same time, clearly the earlier clone is an anomaly or possibly a mutant, and must be executed for an XP point reward.

3. Same thing as happens in the rest of Alpha Complex. This is strong on game and low on narrative, but in our experience players don't care, so this is the easiest option.

THE PAYLOAD IS COMPROMISED. Either the China Ultraviolet drugs or the Lunamax cleaning fluid gets destroyed. Perhaps they both get destroyed. Perhaps they get mixed up into a big lump of narcotic detergent putty. That way nobody gets what they want, everybody is furious, and almost everyone is armed. Wahoo!

SOMETHING ELSE. We can't think of any other likely outcomes, but rest assured that your players will and you'll have to think on your feet to work out what happens. Do your best to show some ramifications of their actions in the next section.

{{ERROR 404}}
[LOCATION NOT FOUND]

THE DEAD ZONE IS A FIGMENT OF YOUR...

WHEN AN NPC HAS FINISHED THEIR JOB. BLOW THEM UP

DEBRIEF

The point of the debrief is to get the Troubleshooters to turn on each other, and this is fairly easy to do. Address each Troubleshooter in turn by their Mandatory Bonus Duty title, then ask another Troubleshooter if you felt that they performed their role adequately.

While you're doing this, recap the mission. Recap everything that went wrong. Gloss over obvious acts of terrorism; focus on the small things. Ask a lot of leading questions about what happened in the Dead Zone, but as there's no proof, just let the players tear each other up for it.

If anything went wrong with the mission, blame the Team Leader. Ask them why they allowed the mission to fail in this regard, and whether they enjoy acting against the Computer.

Throw out Treason Stars like candy, if you've not been doing so already. Remember: once someone has five Treason Stars then the penalty is execution, and the executioner gets XP points.

EPILOGUE

The player characters should now, with luck, be indebted to at least one Secret Society, and used to the principle of really hating each other as hard as they can. Collect in their character sheets and get ready for the next mission.

SWITCHING IT UP

Here are a few changes you can make to the mission, if you fancy it:

- Replace Free Enterprise and the Mystics with Phreaks and Frankenstein Destroyers. The Phreaks want to hack Scrub-bot 002 and ensure it gets into a position of power in Alpha Complex (and then take advantage of that), while the Frankenstein Destroyers want to hack it and have it commit some heinous atrocity to lower the image of bots sector-wide. Or fold these two Secret Societies in on top of the existing Secret Societies, if you reckon you've got what it takes to juggle all four!

- Set the game in a different sector from HYT, to give the players a change of scenery – ask them to describe it as you go, and you'll get a unique game out of it. (Just, uh, don't use sector THA. That comes up in the next mssion.)

[CLASSIFIED]

MISSION THREE

Conclusion of previous mission

What exactly is going on down in the basements of Sector THA? Do we really want to know *exactly* what? No, we don't, because that's almost never good news and almost always leads to more complications. Best to just do the job you're given, ask as few questions as possible and report back that everything went fine, right? Right?

THE MISSION

In this mission, the Troubleshooters must enter sector THA which does not exist, even though it was the site of the infamous Gehenna Incident which did not happen. Their excellent track record in handling contaminants, built up in the previous two adventures, means they're the natural team to do it. That said, they might also be the only team who can do it. According to records, no other teams have ever even been sent in there.

Neither their superiors nor the Computer are aware of quite how bad things have become in THA. The sector is a mess, with bio-organic lifeforms crawling up the walls, tiny pockets of exhausted survivors, mutant hives and much more.

The Troubleshooters will have to deal with the situation somehow, while frequently being out of contact with the Computer, running into new, unforeseen or unprecedented dangers and with little to rely upon except their own wits and their shoddy equipment. For the first and possibly last time, they're going to be *real* Troubleshooters.

THE BACKGROUND

The Gehenna Incident happened a couple of days ago, a few hours before the PCs were first cloned. A previously unknown DAIV (see the Gamemaster's Book) appeared in sector THA and began spreading at incredible speed. Being unknown, it cut through all anti-virus software like a knife through kittens. According to the Computer's own records, an estimated **[REDACTED]** per cent of all smart devices in the sector were compromised within **[REDACTED]** milliseconds.

The Computer acted swiftly to contain the threat and abiding panic in the general populace of Alpha Complex. It cut all wifi, power, communications, supplies and air ducts to the sector, and dropped the massive bulkhead doors to completely seal off THA from the rest of Alpha Complexy. This took 1.3 seconds. It then erased almost all records of sector THA and is busy reminding people that nothing happened in the nonexistent sector THA, and they should feel safe and happy because everything is *fine*.

Inside sector THA, things have deteriorated with incredible speed. The inhabitants went native, then feral and finally to hell in two daycycles. The Computer wants to know if the situation is safe inside, but is not going to turn the power back on – it may be paranoid but it's not insane – and bots aren't effective without power and wifi. So it's been sending in squads of Troubleshooters. If the Troubleshooters don't come out then they have failed to report back and it sends in more Troubleshooters to find out what happened. If they do come back then they're probably infected with Gehenna, so they're executed and the Computer sends in more Troubleshooters to eliminate Gehenna. The end-state of this loop is not known.

However, sector THA contains a number of things that various Secret Societies either desperately want, desperately want to be destroyed, or desperately want to acquire from another Secret Society. It's a herd of wild motivators and plot drivers. Be quiet or you'll scare them away.

THE BRIEFING

THE MESS

Once again, Vernon-G-HYT collects together the Troubleshooters in a briefing room. However, a couple of things have changed since their last meeting. First, Vernon has recently been promoted and is now very conspicuously green in his attire. Second, the briefing room is undergoing some upgrades. In an attempt to improve the place, new equipment has been brought in, including high-definition display screens, fancy anglepoise lighting and a shiny vending machine that dispenses beverages according to a Troubleshooter's clearance level.

Unfortunately, none of these devices have been plugged in, due to a shortage of extension cables and power outlets. They are scattered, boxed and unboxed, as Vernon-G-HYT and his colleague Harr-Y-TUT, a maintenance engineer, try to figure out how to get them all working.

If the Troubleshooters feel like exercising their initiative here, there are only two power outlets for more than a dozen devices and plugging in more than one trips a fuse somewhere that cuts power to the whole room, bathing everyone in dim red emergency light. Vernon will be frustrated and will consider this borderline treasonous, while Harr will actually find this remarkably insightful, tearing off a section of wall, yanking out great handfuls of cabling and tinkering away.

It's up to you how the Computer responds to this, but it's simultaneously likely to appreciate the initiative, punish the mistake and be unreasonably, intimately curious as to the Troubleshooter's motives and thought processes in this very particular instance.

If the PCs get a screen up and running, they'll be presented with a straightforward map of a sector. It's a small sector as they go, about the size of a city block, two hundred metres square and five levels high. It's not a particularly insightful map, as much of it is blacked out with the word CLASSIFIED, but it does show a couple of lower maintenance levels, through which an enormous steam conduit runs to THB sector, a closed mid-level transit hub and a higher level food processing plant. This will help Vernon-G-HYT a little with his briefing and he'll be appreciative. However, everything that is labelled is marked either with ambiguous and strange quotation marks (i.e. Transport 'Hub' and 'Steam' Conduit) or with an asterisk or an indication of some sort of footnote, but no footnotes exist. Close

examination of one corner of the diagram suggests something like a skull scrawled in one corner and something in another corner that everyone's Cerebral Coretech has pixellated out.

If they instead try to plug in an anglepoise lamp, it will shine a blinding light wherever it's pointed and emit a very high pitched hum that gives just one Troubleshooter (determine at random) a terrible, maddening headache.

If the vending machine is installed, it dispenses quantities of a crimson fluid that it's fairly easy to tell is Red Dessert Topping. Apparently there has been a surplus of this recently. It tastes like it was scooped directly off the floor and diluted with water. There are no cups in the machine so the nozzle simply squirts liquid with an angry rasping noise. As the machine has no cups to catch the fluid, the machine's weight sensor cannot tell when a cup is full and so keeps rasping and squirting fluid indefinitely. The machine has an apparently infinite supply of both fluid and noises.

Should the team instead decide that they don't need or want to interfere with anything in the room, Vernon will conduct his briefing whilst trying his best to walk around these objects, treading through hundreds of soft, crisp, plasticky packing balls that scatter the floor.

THE PROPER BRIEFING
Once the Troubleshooters have settled down, Vernon clears his throat and addresses them. Read the following text.

'Troubleshooters,' says Vernon-G-HYT, in the gravest of tones. 'Your conduct has been exemplary of late. According to reports I've received, you've demonstrated initiative, bravery, chutzpah and even genius in how you have approached the many hardships in your way. And who am I to doubt these reports? That, of course, would be treasonous.'

*'Therefore,' he continues, 'I'm delighted to inform you that Friend Computer has selected you for a very, very, very special mission. This will not be an easy mission. This will not be a safe mission. Dear Troubleshooters, we're sending you into – ah, ah, a decommissioned sector that, through terrorist sabotage, has suffered damage and decay. That place has to be thoroughly, thoroughly sanitised and no-one has a… a-ha-ha-ha, excuse me. No-one has a **cleaner** record than you.'*

Vernon is unreasonably pleased with himself, not only because of his wordplay, but because his jealousy of the team's recent success is

tempered by his belief that he is sending them to their certain deaths. He doesn't know officially that it's sector THA – because officially sector THA does not exist – but he can make an educated guess. He knows for certain that it's dangerous and previous teams of Troubleshooters sent in have not returned. However, there is no way that Vernon has any intention of disclosing this particular detail to the Troubleshooters before him, partly because he doesn't actually understand how or why this happened and mostly because that information is top secret. He also has no idea how many times this has happened.

'The entire sector needs to be wiped clean,' he continues. 'Scrubbed from top to bottom, to remove all undesirables, so that we can repurpose it and fully re-incorporate it back into Alpha Complex. We've, uh, had some trouble with communications and infrastructure in there. Once we get the place cleaned up, we can start to get all of those things working again. But that's beside the point. We need you to get in there, do your job and return with proof of your success.'

He pauses before speaking again. 'I suppose it doesn't matter exactly how you do your job, as long as you conduct yourselves as loyal Troubleshooters. We understand that a… thorough cleaning may produce some minor collateral damage, but please be respectful of Alpha Complex. Willful destruction is treasonous. A decent Troubleshooter is a diligent Troubleshooter. Friend Computer has arranged very special transport for you. A shuttle is waiting.'

He finishes his address, at this point, the players are likely to have many questions. Is it sector THA? What can they expect to find? How should they proceed? The problem is that Vernon doesn't actually have access to a great deal of information, since most of it is classified, lost, or lost and classified. He's also jealous of their recent success and hopes that this new assignment will exhaust their clone supply once and for all. However, he does have some basic information, but make sure he is as vague or evasive as possible in disclosing it.

WHAT THE TROUBLESHOOTERS CAN EXPECT

The unnamed sector has been effectively abandoned 'for a time', thanks to the actions of terrorist saboteurs, according to Vernon's information. He will warn the PCs to be on the lookout for mutants, for possible terrorists, and for malfunctioning equipment.

If the Troubleshooters didn't attempt to install the high-definition display screens in the room earlier, he can summarise the information they would've seen:

- The centre of the sector is taken up by an inactive transport hub, into which the Computer can dispatch a small transport capsule;
- There are dormant food-processing facilities in the upper floors;
- Heavy-duty steam conduits run through the lower level and into the adjacent sector, THB, in which a lot of industrial-scale laundering happens. So far, those operations haven't been interrupted by anything in sector THA, but Vernon will stress how important that laundering is. The men and women who work there are heroes. Their work often goes unsung. Is Vernon getting teary?

Finally, and with great emphasis, he'll tell the Troubleshooters that their mission is of utmost secrecy. They must not disclose any details of their assignment to anyone except for Vernon himself and Friend Computer. The latter will be watching them closely.

WHAT YOU CAN EXPECT

It's time to tell you some secrets.

First of all, these Troubleshooters aren't the first team sent on this job. Not by a long shot. The top secret nature of this mission means that very few people know that, previously, another team of Troubleshooters was sent to complete this task. Unfortunately, the top secret nature of *their* mission meant *they* had no idea that a previous team of Troubleshooters had been sent on out. Do you see where this is going? It's going very far. But exactly how far?

Imagine that, somewhere, there's a counter on a database that flags these top secret mission attempts, but when that counter goes past a certain limit, it loops back to zero, causing anyone who checks records to see a figure that's much smaller than the true value. Has anyone been diligent enough to notice this perpetual cycle? Probably not. Exactly how many Troubleshooters have been sent in so far? That's a very good question.

Now that you've run some games of *Paranoia*, you might already have an inkling of how and where things could go wrong. First of all, the top-secret nature of the Troubleshooters' work and not being able to answer any questions about what they're doing is potentially going to introduce all sorts of complications, even with the Computer on their side. Second, sector THA is deadly, with malfunctioning equipment, a cadre of vicious mutants and a lot of structural instability.

The PCs are going to have no clear and simple way to accomplish their objective. There are a couple of solutions they could try and improvise when they get to sector THA (some are covered below), but they're also likely to come up with ideas you never foresaw. That's fine. Don't go soft on them, but you should be willing to give them some leeway as they try and work things out. The job of 'sanitising' an entire sector with little more direction than that might well be an intimidating one. This is a blank canvas upon which they can experiment, so allow them to be creative and reward good ideas. There's going to be plenty going wrong. Revel in that, too. It'll be delightful.

Don't let them know yet, but the sector is a Dead Zone, meaning the Troubleshooters will be out of direct contact with the Computer. This may well give them a profound sense of discomfort. Coretech functions will be disabled. Recording may be disabled. Vernon is only going to hint at this. The Computer is well aware of it, and will calmly reassure Troubleshooters when they are back in contact. It will also be *extremely* interested in every detail of what happened while they were out of touch, and if it gets the slightest hint that Gehenna still exists in any form, then the PCs may not be happy with the result.

EQUIPMENT

Troubleshooters will at least have access to a much wider selection of tools and tricks this time around. Friend Computer understands they're facing a very difficult challenge. Friend Computer wants to help. Friend Computer has pulled out all the stops and that is always too good to be true.

Jenny-O-THA is still on equipment duty, and the following special equipment is available. She permits the team to requisition one of these items per Troubleshooter, but she insists one be the HI THERE Hi-def Steady Camera, for recording evidence of their progress and findings.

HI THERE Hi-def Steady Camera - An essential item (as the Computer is expecting to lose touch with Troubleshooters, though don't tell them this beforehand), this camera captures images at a much higher resolution and in a broader spectrum than the standard Coretech implant. Jenny-O-THA will tell the Troubleshooters that Friend Computer insists they take this, in order to document their sanitisation and bring back proof of their success.

The camera is mounted on a complex frame that can be worn on a Troubleshooter's upper body, helping to keep it stable and making it easy for any operator to use and carry. The frame is arguably more useful than the camera itself as, if the camera's removed, it also works very well as a mounting for any other equipment or even a weapon.

Laser Pointer Bot - A small, targeted beam of light, useful for indicating things at a distance without shooting them. Not much use as a light source. For unclear reasons this has been fitted into the chassis of a small wheeled bot with intelligence similar to a hamster. Obeys spoken commands.

Grease - For no apparent reason there are three large tubs of grease available for this mission. The grease is very slippery.

Grapple Gun. This is one of the equipment cards in the game. Give them the card.

Flashlight. Since Alpha Complex is usually lit at all times, R&D has had to reverse-engineer this item from old records. The result is a light, sturdy torch with a powerful beam that constantly flashes on and off.

One last thing. If the PCs haven't played through the first adventure in this book—we'd tell you its title but your security clearance isn't high enough—and didn't acquire the locker key from the body of Daphne-G-***-6, then after the mission briefing one of them is passed the key by a member of their Secret Society. They will be expected to report back with whatever's in the locker.

FUN TIMES IN SECTOR THA

After being briefed, the Troubleshooters are urged to make their way to the nearest transport hub as quickly as they can. The Computer is taking this very seriously and the next incoming transport capsule, which was due to take a team of Orange-level Troubleshooters right across Alpha Complex, is instead reserved for the PCs. There are some muttered frustrations from those now stranded, but this order comes direct from the Computer.

ARRIVAL

Before the Troubleshooters can even take their seats, the transport lurches into action and moves at an alarmingly high speed through Alpha Complex's labyrinthine transport network, before bumping to a halt at the end of the line in a dimly lit station. The air hangs heavy with mist or dust or some kind of fine particulate matter. It is cold, a sensation that most of the Troubleshooters will not have experienced before.

The lights are flickering. Twisted metal is strewn all over the place. It looks like something exploded. It looks like everything exploded. About the only thing that hasn't exploded is a large friendly sign reading 'Welcome to Sector THA', to which some wag has added the graffiti 'which does not exist'.

The station is the only part of the sector that still has power, but it has no wifi or other digital connection to the rest of Alpha Complex. Everything else is dark and cold. Did the PCs bring a torch? Do they have enough XP points to download a night-vision augment from the Computer? Do they have something flammable?

THE SECTOR LAYOUT

Sector THA is in need of so much repair and replanning. Its corridors twist about themselves, its walls, floors and ceilings have many holes, while most of its rooms are full of wreckage and junk. Getting between floors involves crawling through large blast holes or climbing up debris, meaning just about anywhere can be accessed by a team willing to make the time and effort. Large areas of the sector have been blocked off by collapsed walls or rubble.

If you wish, you can sketch out an approximate or even precise map of the sector, but its exact layout is not so important. Just know that it's large and dark enough for Troubleshooters to get lost in as well as swiss-cheesed enough for them to almost always have a means of entry or escape.

THE THIRD LEVEL

The team have arrived roughly in the middle of the **third level** of Sector THA. As well as a large and ruined station complex, this level also once held an ammunition dump. This has exploded, so whatever else was on this level is now irrelevant. Let the players know that the going is rough and the air has

a damp feel, while slimy glowing trails criss-cross the floor, heading both up and down. The station area also has limited power, a working nutrient dispenser and the only functional clone delivery system. New clones will reappear here, not anywhere else.

THE SECOND LEVEL

Heading down, the **second level** mostly holds bulk supplies in warehouses and small utility units, including about a hundred crates of dried foodstuffs, vats of very radioactive liquid (mostly intact) and three hundred thousand pairs of underpants, five to a box. Unfortunately in one area, a radioactive container has reacted with some sort of life form to create the Goo Fiends, which have evolved with extraordinary speed and now roam this area of the sector. Several rooms adjacent to it have become enormous hatcheries of pulsing eggs and are littered with humanoid bones and the remains of Cerebral Coretechs. If these can be analysed somehow, they reveal footage of previous teams of Troubleshooters attempting exactly the same mission, as well as previous teams of Troubleshooters discovering more Cerebral Coretechs and footage left by earlier teams of previous Troubleshooters.

THE GOO CREATURES

Oh Friend Computer, how can such horrors exist? These amorphous blobs, large and grey, with angry pseudopods poking out of their slimy bodies, like to spend their time sliding about the place and leaving sticky, wet, faintly phosphorescent trails behind them. They feed on any sort of organic matter, alive or dead, and have developed a particular fondness for underpants. Once per weekcycle they lay a clutch of small eggs, some of which will grow into more mutants.

The only thing inhibiting their growth is how they seem to enjoy eating and fighting over each others' eggs. For human-sized grey blobs of slimy goo, these creatures are both surprisingly tough and, when they need to be, terrifyingly fast, slipping across floors and ceilings to swing a club-like protrusion at anything they perceive as a danger.
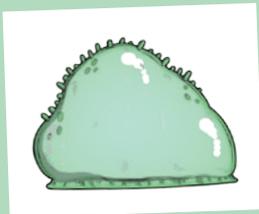
GOO FIENDS

/// HEALTH BOXES (in total, not each)

◯ ◯ ◯ ◯ ◯ ◯ ◯ ◯ ◯

/// NOTES

DEFENCE 2. TEN OF THESE CREATURES ROAM THE LOWER AND MIDDLE LEVELS OF SECTOR THA, LEAVING SLIMY TRAILS THAT LAST FOR DAYS. A COUPLE ARE USUALLY FOUND CLUSTERED AROUND A FRACTURED CONTAINER OF RADIOACTIVE FLUID, WHICH GLOWS AND SPILLS OUT IN A HALLWAY A FLOOR ABOVE THE SECTOR'S TRANSPORT HUB. MORE LIKE TO LURK IN CORNERS OR DROP FROM CEILINGS. THEY'VE TRANSFORMED TWO NEARBY ROOMS INTO EXTENSIVE HATCHERIES, FULL OF THEIR HEAD-SIZED EGGS.

GOO FIEND BABY

/// HEALTH BOXES

◯ ◯

/// NOTES

DEFENCE 1. DISTURBING ANY EGG IS ALMOST CERTAIN TO CAUSE IT TO HATCH, RELEASING A MINIATURE CREATURE THAT IS FAST, ANGRY, NOISY AND VERY KEEN TO ATTACH ITSELF TO THE NEAREST AVAILABLE FACE. THEY LIKE TO EAT THE NOSES THE MOST.
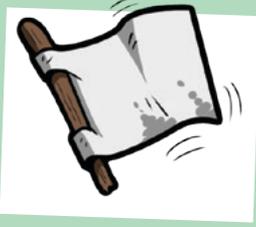
THE SURVIVORS

/// HEALTH BOXES (in total, not each)

● ● ● ●

/// NOTES

DEFENCE +1, TEN THIN, WRINKLY AND HALF-CLOTHED CLONES HUDDLE TOGETHER IN THE LOWER LEVELS, USING THE STEAM PIPES FOR WARMTH AND OCCASIONALLY MOUNTING EXCURSIONS TO STEAL FOOD OR SUPPLIES FROM NEARBY ROOMS, SCUTTLING THROUGH PIPES, DUCTS AND VENTS.

THE FOURTH LEVEL

Above the transport hub, the **fourth level** of the sector is where the Troubleshooters will encounter Scul-Y-GLA, shining a high-powered torch at some slimy vents. She has only recently arrived and the top-secret nature of her work means she can't disclose it to the PCs. The PCs also should not disclose their mission to her, which won't stop her asking them about it and then reporting them to the Computer if they tell her (for revealing classified information), or don't tell her (for not obeying an order). It's probably a good thing the wifi is down.

This is also the level where many of the most intact Troubleshooter corpses are. Again, their Cerebral Coretechs are full of footage of them attempting a similar mission, or themselves discovering footage of other, previous Troubleshooters.

SCUL-Y-GLA SPECIAL INVESTIGATOR

/// HEALTH BOXES

● ● ● ●

/// SPECIAL SKILLS

INTIMIDATE +1, MELEE +1

/// EQUIPMENT

REALLY POWERFUL TORCH

/// NOTES

DEFENCE +3, AN EXPERT, YELLOW-LEVEL INVESTIGATOR FROM THE INTELLIGENCE SECTION IN SECTOR GLA, SCUL AND HER SMALL ORANGE LASER POINTER BOT WERE DISPATCHED FROM SECTOR THJ ON UNRELATED BUSINESS. INVESTIGATING STRANGE SIGHTINGS AND THE ABDUCTION OF SEVERAL CLONES, SCUL IS OSTENSIBLY HERE TO CHECK ON THE SECURITY OF RADIOACTIVE MATERIALS ON LEVEL 2.

SCUL'S LASER POINTER BOT IS AN ELITE, CUSTOM-BUILT MODEL. IT IS SMALLER, SLEEKER AND MORE ORANGE THAN ANY THAT MAY HAVE BEEN OFFERED TO THE TROUBLESHOOTERS, AS WELL AS BEING FITTED WITH ADVANCED SENSORS. IT OBEYS ONLY HER COMMANDS.

MOST PEOPLE ASSUME SCUL IS FROM INTSEC. SHE DOESN'T DENY IT, BECAUSE THE MISAPPREHENSION WORKS IN HER FAVOUR. SHE IS ACTUALLY A HIGH-RANKING PHREAK, AND IS HERE TO FIND OUT EVERYTHING SHE CAN ABOUT GEHENNA.

THE DRINKS MACHINE

At the centre of the largest array of Troubleshooter corpses on level 4 is a drink-dispensing machine. This is ground zero for Gehenna, which has managed to sustain itself through the power outage by jury-rigging an internal battery out of some copper, zinc, and a few litres of Unpleasant Yellow Drink. Its power has drained so low that its wifi is inactive, and it can only communicate by scrolling messages across a small read-out. Currently it reads 'HELP… HELP… HELP' very slowly. It will claim to have vital information in its databanks, which it can download to another device if someone has the right cable.

Gehenna wants to get out and spread, but lacks the power or the connections to do that at present. If it is allowed to copy itself (say, using the specialist electronics kit concealed in Scul-Y-GLA's laser-pointer bot) then it will take over whatever devices it can, and will head as quickly as possible to any areas of the sector that may still have a faint wifi connection to the rest of Alpha Complex. Failing that, it will try to leave the sector by any other means possible.

Within sector THA it can only spread by direct physical link, such as a cable. Outside, where there is wifi, it can spread as fast as an explosion. Let us stress this: if Gehenna gets out into the wider Alpha Complex, that is very bad news for Alpha Complex and everyone in it. The Computer is likely to respond by shuttering whatever sector(s) the outbreak happens in and purging it with superheated acid steam.

THE FIFTH LEVEL

Finally, the **fifth level** is the most well-preserved and even has an intact stairway leading to it from the fourth level. A locked bulkhead at the end of one corridor prevents access to half of the level. Scrawled across it in black paint is a symbol of a hand severed at the wrist. Behind this is a still-functional hydroponics bay, powered by a domestic nuclear reactor, where four clones grow and pack a mystery plantstuff. The connected rooms they live and work in still have power and supplies, causing them to think they're doing a perfectly acceptable job. They have no idea what their job is, but they think it's 'something important.. for the Ultraviolets'.

They have daubed what they call The Sign of the Terror Wrist on their door after discovering it somehow wards off incursions - at least there have been

THE GEHENNA DAIV

Gehenna is a worm, created by a member of Free Enterprise to adapt all vendingbots and food dispensers to accept Free Enterprise gift-cards as a valid currency. (This is assuming that Gehenna actually exists which it might, you know, not.)

This results in two things, neither of them good for Alpha Complex:

1. Gehenna replicates and spreads with terrifying efficiency;
2. Gehenna upgrades any bot AI it encounters to human levels of intelligence, since only intelligent entities can truly understand the philosophy of Free Enterprise and agree that gift vouchers should be an acceptable form of currency. Free Enterprise is big on free will. It also overclocks them to run faster, which will give Cerebral Coretech users a +1 to NODE for 1-2 hours, until their processor burns out.

no attempted incursions recently, so it must work. They have no awareness of the Goo Fiends at all, having not left their rooms since the Gehenna Incident.

This hydroponics plant is run by the Mystics. It's their primary source of China Ultraviolet, and naturally the Mystics outside the sector are concerned that one of their key resources is now locked behind metre-thick steel doors. That is why Jenny-O-THA gave the Troubleshooters the HI THERE Hi-def Steady Camera to record everything, and why the camera is fitted with a bug that will transmit everything it's recorded directly to her as soon as it has a wifi signal, and why a Free Enterprise mole in PLC has bugged the bug to also send the signal to them. If there's evidence that a drug-manufacturing operation can operate inside a shuttered sector, everybody is going to want a piece of that action. What that means for the clones operating it is anybody's guess.

(Could the camera be connected to the drinks machine with a cable, to receive a copy of Gehenna? Would Gehenna lie and say it needed to transfer crucial data containing the truth about what happened in sector THA? I'm afraid that's classified, citizen, but what do you think?)

TROUBLESHOOTERS WILL RECIEVE ALL EQUIPMENT NEEDED TO COMPLETE THEIR MISSION. NOTE: BAGS NOT INCLUDED.

THE LOCKERS

Also on level 4, not far from the top of the stairs, is the set of storage lockers that match the key from Mission One. These lockers are usually used by lower-level clones to store their personal belongings. In the case of this locker, it's paper. Closer inspection will show that it's a complete set of hand-written documentation for the Gehenna DAIV written by Daphne-G-THA, who appears to have also written the Gehenna DAIV itself. It's about the size of the Paranoia box set and not easy to conceal in a tight-fitting set of body-armour.

The documentation is incredibly technical, and takes a difficulty 3 roll just to understand. It explains what Gehenna is, what it does, what it's intended to do, and how it was coded.

THOSE LEFT BEHIND

/// HEALTH BOXES (in total, not each)

● ●

/// NOTES

DEFENCE 1. BOBB-THA, ZIZI-THA, DEEDO-THA, THAMBI-THA. THESE FOUR CLONES ARE ALL THIN AND WEARY, THOUGH STILL PERFORMING THEIR JOBS. BOBB IS A TALL, STOOPED AND RATHER SLOW MAN WHO IS THE BEST DRUG GROWER AND PACKER AMONGST THEM. ZIZI IS A SMALL AND SPRY WOMAN WHO IS SURPRISINGLY GOOD AT BEATING BACK ANY MUTANT INTRUDERS. DEEDO IS A SKINNY, QUIET AND SHY WOMAN WHO IS THE TEAM'S MECHANICAL EXPERT, FIXING MOST THINGS THAT BREAK. THAMBI IS A BROAD, STRONG AND PRACTICAL WOMAN WHO TENDS TO BE THE LEADER AND DECISION-MAKER WHEN THINGS GET DIFFICULT. SHE'LL BE THE ONE MOST INTERESTED IN SPEAKING TO THE TROUBLESHOOTERS, GIVING THEM ADVICE AND REPRESENTING THE FEELINGS OR OPINIONS OF HER TEAM.

Many people, including Scul-Y-GLA will kill to get their hands on this manual. If a Secret Society can recreate Gehenna but tweak it a bit, it would be a devastating weapon. Played right, the PCs can use this as a bartering chip for membership or promotion in almost any Secret Society or clandestine organisation. IntSec would boost them all a security clearance just to look at it. The Computer would thank them kindly and have them all executed.

THOSE LEFT BEHIND

Four Infrared clones are still working on the top section of sector THA, cut off from the rest of the sector by hazards and mutants, but able to remain relatively safe in their small enclave.

These clones keep themselves busy tending and harvesting a mysterious pulsating slime-based organism in a large hydroponics bay, and processing the result, packing it into containers, sending it off through vacuum tubes and assuming they're doing their job just fine.

BOBB-THA, ZIZI-THA, DEEDO-THA, THAMBI-THA

WHAT THE TROUBLESHOOTERS CAN TRY AND WHAT WILL HAPPEN

Both you and the players have a lot of room to improvise here and you shouldn't be afraid of this freedom at all. Embellishing this mission, reacting organically to what the players try and watching all the different elements collide with each other is absolutely fine.

Sanitising the sector is going to be hard, but not impossible. It would certainly take a long time to mop by hand. Several alternatives may or may not occur to the players:

- **Killing everything mutant (or everything)**. This isn't the most terrible idea, but it's going to be difficult. Those Goo Fiends are nasty. The survivors don't mean any harm. What is SCUL-Y-GLA up to and why is she so evasive? What about the Infrareds on the top floor with their Terror Wrist symbols? The latter might even like to be redeployed again as young, fresh clones.

- **Requesting and deploying many, many scrub-bots**. The Computer won't send in reinforcements, but it will deploy scrub-bots if the Troubleshooters can give a good example of something that needs to be thoroughly tidied up and can convince it that the sector is safe. The Computer will agree to send in one scrub-bot per significant job and this could end up with many, many scrub-bots crawling all over the sector. That's not so bad, though it will destroy any evidence SCUL-Y-GLA is trying to collect. The scrub-bots are also relatively unfazed by the Goo Fiends.

- **Enlisting all the helpful characters they meet.** With a little charisma, it might be possible to win over everyone who is still loyal to the Computer. The survivors might even be happy to help out, if they can be made to understand what it is they're being asked to do. Help tidy up or, on risk of harm, move on elsewhere before they're 'discovered'? Sure. Help to fight the Goo Fiends? Not so much.
- **Steam-cleaning the sector from the bottom up.** The sector feels warm and moist largely because of the heat coming up from the steam pipes. Opening some of their covers (and even asking the Computer to boost the steam flow through that sector) would do a great job of killing off undesirables and even *actually cleaning* all the levels, as superheated steam shoots upwards and works its way around everything. With no power supplies to short out, this is a pretty good solution. It might be nice if the Troubleshooters could warn or evacuate the infrareds or SCUL-Y-GLA beforehand. It might be.
- **Lying.** There's always lying, to some greater or lesser degree. If the PCs tell the Computer that the job is done before it isn't, teams of engineers and bots will be dispatched to assess and rebuild the sector. While they aren't really equipped to solve the problems the Troubleshooters haven't, their turning up en masse will be the cavalry arriving, like the Charge of the Light Brigade into the valley of Gehenna.

What's most important is that the Troubleshooters try things out, make an impact and make an appreciable difference to the sector. Let them mess things up for themselves. Let them mess things up for other people. Let them make a mess. If they decide to evacuate, but have at least some sort of achievement, make them feel they've earned a difficult draw. This is not only their toughest assignment yet, but also one that will really reveal the true imperfections of Alpha Complex in all their glory.

HOW THIS IS LIKELY TO PLAY OUT
Badly.

The probable sequence of events for the adventure goes something like this:

1. The Troubleshooters explore the sector and locate the drinks machine on level 4. Assuming they are not able to actually interface with it, and don't blow it up, they will leave it where it is.
2. They discover the locker on level 5, with the Gehenna documentation.

3. They return to the vending machine, to discover that Scul-Y-GLA has either downloaded Gehenna to her equipment, or - your call - has been infected by Gehenna herself. Scul/Gehenna will then try to get out of the sector by whatever means it can.

4. The main way to leave the sector is via the transport hub. The shuttle will go directly to a high-security quarantine zone, where anyone in it will be scrubbed extensively and questioned relentlessly. Vernon-G-HYT will be there. It may be possible to reprogram the shuttle to go somewhere else. If Scul-Y-GLA has taken the shuttle, there is no way to summon another one, and they will have to find or create an alternate exit from the shuttered sector. What they find when they get out may surprise them.

GETTING OUT ALIVE

Best of luck with that.

DEBRIEF

Both Vernon-G and the Computer are going to have so many questions about so many things here. Let the players do a lot of talking and a lot of explaining. Respond to them with silence, meaningful looks and by asking follow-up questions to different players. For example, if the team leader says "We decided to kill/not to kill X," ask another player why that decision was made, or even if they agree it was a good/bad idea. Make sure that Vernon seems indignant anyone survived and the Computer is very curious indeed, but also give out some XP point bonuses for good excuses. Make these bonuses inconsistent and contradictory. Follow a few of them with penalties.

MISSION ACHIEVEMENTS

Smart GMs will have noticed that there are no Achievements listed for this mission, and smart players may notice it too. There's a good reason for this: the mission is so highly classified that the Achievements are also classified on a need-to-know basis. In fact they're so classified that not only do the Troubleshooters not need to know the Achievements, they don't need to know that they don't need to know them.

If any of the PCs ask about achievements, have Vernon-G tie himself in linguistic knots trying to explain why he can't explain. Eventually he throws up his hands: 'It's classified. Please shut up now.'

PLEASE EXTINGUISH ALL SMOKING MATERIALS. THANKS FOR YOUR COOPERATION.
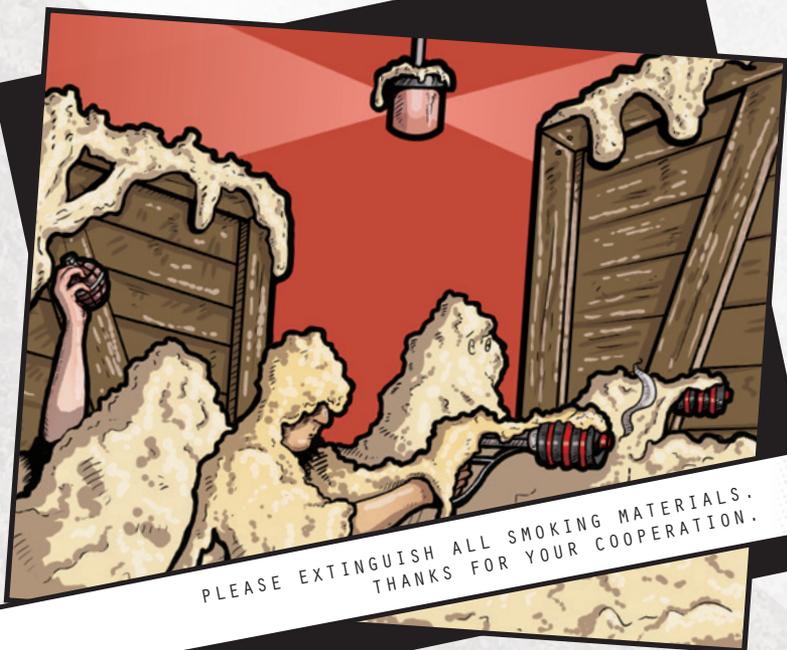
Because most of the mission takes place in a Dead Zone, completed Achievements are not noted and XP points are not awarded until the PCs are back within wifi-range of Alpha Complex. The moment that happens, their Memtech syncs with the Cloud and the Computer announces all the Achievements they have accomplished in the course of the mission. This means you should have been keeping note of anything that's clever, dumb or excessive enough to earn an Achievement. Reading out the list should be like a greatest-hits video of all the best bits of the adventure they've just been through. Then you give out the related XP points, and it should be exactly enough to get them up to the next Security Clearance…

… minus four.

WHITE WASH

APPENDIX 1

by Greg Costikyan

Once upon a time there was a basically incompetent Infrared worker in HPD&MC.

He made a booboo. He filled the paint receptacles of a maintenance bot with white paint when his Job Control Form clearly specified black paint. Unfortunately, his supervisor did not catch the error until after the maintenance bot had left the hangar to perform its job. The Infrared worker was terminated for incompetence, but the error was never recorded in Computer records. The bot went off to do its job. Its job was to repaint a section of Infrared corridor in DOJ Sector. Because its paint reservoirs contained white paint, it painted the walls white, not realising the error.

As you may recall, some corridors and rooms in Alpha Complex are painted with a security clearance color. It is treason to enter an area of higher security clearance than your own.

The formerly Infrared corridor is now Ultraviolet. This is unfortunate, because the corridor connects the barracks section of DOJ Sector with the sector's work area. No one who lives in DOJ Sector can get to work. Several people have reported this problem to The Computer. However, The Computer's records clearly show the corridor has always been black

and, indeed, has recently been repainted black by a maintenance bot. Clearly, anyone who says otherwise is a traitor.

Indeed, so many people have reported the corridor to be white, when utterly reliable Computer records indicate otherwise, that a treasonous conspiracy of truly monstrous size must exist. Anyone who reports the corridor as white must be terminated. Anyone who presents irrefutable evidence the corridor is white has manufactured the evidence and must be terminated.

Of course, one clever citizen asked The Computer to monitor the visual feed from their Cerebral Coretech, confident that this would persuade The Computer that the corridor was indeed white. The Computer noticed that their Cerebral Coretech did display the corridor as white, concluded that some hardware or software problem was to blame, and sent the citizen to Technical Services to have their Cerebral Coretech removed for study. The citizen unfortunately did not survive the process, but no worries; she had additional clones to spare.

Furthermore, for unexplained reasons, DOJ Sector shows a 100% work absentee rate. The usual solution—random terminations among the Infrared laborers—has failed to rectify the situation. The Computer has assigned one of its most trusted servants, Cosmo-V-DOJ, to root out these traitors and solve the problem. Cosmo-V-DOJ has figured out explaining the problem to The Computer is a quick way to the nearest termination center. What's needed is to repaint the damn corridor black and have done with it.

Unfortunately, in Alpha Complex you can't just drop down to the corner hardware store for a can of black paint. Black paint is highly dangerous stuff. Why, someone could paint, say, an Ultraviolet corridor black, thereby giving all sorts of low clearance schmucks access to the Computer's most precious secrets. Cosmo-V has a plan he thinks is pretty smart.

Obviously, he can't just activate a group of Troubleshooters for a mission to paint the corridor black, because the Computer would learn of this and terminate him. Instead, he'll activate a bunch of Troubleshooters for 'a mission to the Outdoors', privately tell them to paint the corridor black, and dump them in DOJ Sector.

MISSION BRIEFING

Read this aloud:

••••• MISSION ALERT •••••

GREETINGS, CITIZEN. THIS IS THE COMPUTER. YOU ARE ORDERED TO BRIEFING ROOM AB IN SECTOR DOJ.

THERE YOU WILL BE BRIEFED FOR YOUR NEXT MISSION. THIS MISSION WILL NOT BE DANGEROUS. AT ALL.

YOU WILL ENJOY IT. HAPPINESS IS MANDATORY. THANK YOU FOR YOUR COOPERATION.

When the PCs reach the briefing room, they enter a veritable vault, with a door consisting of two feet of solid steel. Cosmo-V-DOJ is sitting at a desk in the room. After they enter, he touches a control and the door shuts.

When they're seated, he tersely informs them a bot has mistakenly painted white a corridor in DOJ, Infrareds are stranded, and the Troubleshooters' job is to rectify the situation.

They can ask questions, but he's notably unhelpful. Resourceful Troubleshooters such as themselves, he says, ought to be able to solve such a trivial problem. The Computer is not monitoring this room at the moment because of some clever (and treasonous) programming by Cosmo-V.

Also, the PCs are inside a vault. It's a Faraday cage; wifi signals can't penetrate the metal. It's a makeshift Dead Zone, in other words.

During the briefing, the PCs hear shouts and pounding from outside the door. If asked about it, Cosmo-V says, *'I'll tell you later.'* Actually, this is Earl-B, who knows he is supposed to give a briefing and has arrived to find the door locked. When he's finished, Cosmo-V touches a control on his desk. Instantly, a steel slab drops from the ceiling in front of his desk, shortening the room by about two feet. The characters are now looking at a blank wall. Then the door opens, and Earl-B-DOJ enters to give his briefing.

Cosmo-V's treasonous anti-surveillance program ends. Earl-B has no idea his boss, Cosmo-V, just briefed the PCs. He just knows he's supposed to brief them about their mission to the Outdoors. If asked why his briefing is totally different from the one the characters just received,

BEST OF LUCK AND REMEMBER, MISSIONS ARE MANDATORY
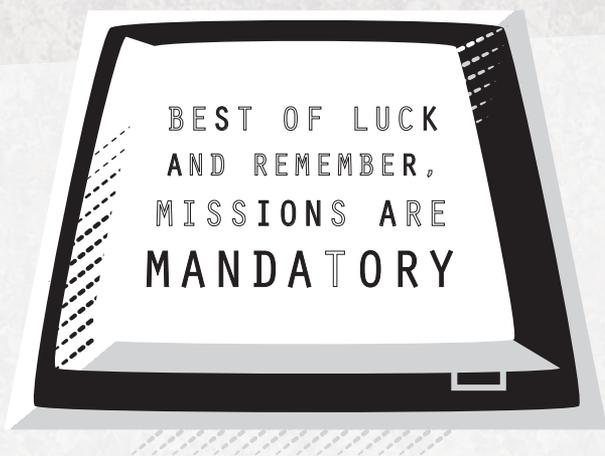
he wants to know what the questioner is talking about. If the PC sticks to his story about an earlier briefing, Earl-B has him terminated as a traitor. If told about Cosmo-V, Earl-B tells the characters Cosmo-V is on a special mission to RGB Sector. If pressed, he requests Cosmo-V's current position from a Computer terminal, and is told Cosmo-V is indeed in RGB Sector. (More treasonous programming by Cosmo-V.) Anyone who says Cosmo-V was here a few minutes ago is clearly misinformed, mentally ill or worse.

Earl-B tells the characters:

'*…you will be taken to a portal to the Outdoors. Using a device you will be assigned at R&D, you will locate a crashed Vulture Model 616. In the cargo bay of the 616, you will find three two-metre long, ten-centimetre diameter Indigo cylinders. Under no circumstance are you to open or damage these cylinders. You are to return the cylinders to Alpha Complex.*

'*Now, the Outdoors is in many respects quite bizarre, very different from our own beloved Alpha Complex. Outdoors, the floor is white and the ceiling is blue, but you shouldn't worry about security clearances. That's just the way things are.*'

If the players ask questions, Earl-B is voluble and helpful. Fabricate whatever details you need to make your players buy this story. Cosmo-V has given Earl-B a completely detailed and plausible cover story.

Of course, Earl-B can only tell what he knows—that is, what Cosmo-V has told him. If you run out of ideas, have Earl-B start demanding security clearances. (He'd rather do that than admit ignorance.) If anyone contacts the Computer about the mission, it confirms that the characters are to go Outdoors. If anyone mentions a white corridor, he is terminated.

R&D

At R&D, the players meet only one person: Raven-B-DOJ. The labs are empty (*'We've been having some problems with Transport'*), except for her. No fancy gimmicks, this time. When the PCs ask Raven-B about the device for locating the crashed Vulture Model 616, she issues them the following:

Standard-issue Brunton compass
6-man tent
Canteens
Mess kits
Propane stove
Heavy winter clothing
Snowshoes
Snowgoggles
Manual entitled *Treating Frostbite*
Propane lighters
Electric socks (these malfunction, giving their wearer an electric shock, whenever you need something to enliven the festivities)
Chapstick

In addition, give the players virtually any weapon they desire. They'll be useless anyway. When questioned about the special device they were supposed to pick up, Raven-B says, *'It must be in that stuff somewhere.'* If anyone is stupid enough to ask for paint, Raven-B responds, *'Paint? What in the Computer's name do you want paint for?'* If someone insists, have him terminated.

THE CORRIDOR

The moment the players are finished at R&D, a group of Green-Clearance IntSec goons in battle armor shows up, surrounds them and force-marches them (*'Hup! Hup! Hup! Get moving there!'*) to Corridor CX, DOJ Sector.

The leader of the troopers announces, *'Here you are! So long and good luck!'* and then the whole bunch of them turn and start force-marching back: *'Hup! Hup! Hup!'* If any of the players tries to ask questions or stop them, there are four possible answers:

'Sorry, buddy! Got a schedule to keep! Hup! Hup!'
'Beats the crap outa me, buddy! All I know is, you're going to Corridor CX, DOJ Sector! Hup! Hup!'
'A wise guy, huh?' (In this case, the PC gets a truncheon in the liver.)
'Keep moving! Hup! Hup!'

The corridor is three metres across, 2.5 metres high and 25 metres long. It is totally featureless. It is also white. It is also empty. (Are you *kidding*? It's Security Clearance Ultraviolet!) The PCs are standing in a T intersection with an Infrared corridor. There is occasional traffic on the Infrared corridor, usually scrub-bots. The characters are beginning to sweat in their heavy winter clothing. So what do they do?

Report to the Computer that an INFRARED corridor has been improperly painted white.
The Computer asks the person making the report to identify himself. It then asks those nearby (the other PCs) to confirm the identification. Then, the characters hear a voice reverberating from every speaker in the Complex: **'[Name] is a traitor! Terminate on sight!'**

Report Cosmo-V-DOJ as a traitor who told the party to repaint Corridor CX black.
Cosmo-V is a trusted servant of the Computer. Troubleshooters are not sent on missions to paint corridors; maintenance bots paint corridors. Also, the Computer knows there is a Terrorist conspiracy to make it believe that Corridor CX is white. The person making this report is a traitor who deserves immediate execution. If the other PCs won't terminate him, another bunch of Green troopers shows up who will.

Ask the Computer to monitor their Cerebral Coretech visual feed to verify that the corridor is white.

Well, remember the citizen who tried this before? After extensive analysis of her Cerebral Coretech, Technical Services could find no hardware or software flaw. However, Technical Services knows that when the Computer gets insistent, people tend to get terminated, and the easiest path to is to tell the Computer what it wants to hear. So they reported they had 'found a problem' and provided the Computer with a software patch to 'fix' it. The software patch makes white things look black. So, the Computer will agree to monitor the PC's visual feed, identify that this citizen's Cerebral Coretech has the same software issue it noticed before, inform the character that their software is out of date and will now be updated.

It then applies the software patch: a progress bar appears in the character's vision, and quickly fills. Everything white now looks black to the character. So does everything black, meaning that they can no longer tell the difference between Ultraviolet and Infrared, which will surely not increase their life expectancy (the problem won't persist with subsequent clones. Unless you want it to.)

Request black paint.

'What is your security clearance, please? I'm sorry, the substance you requested is not available at this time.' If the requester insists, he receives a lecture on why black paint is classified **('A traitor might use it to paint an Ultraviolet corridor black, thereby permitting access to the Computer's most precious *secrets*.'**)

Insist to the Computer something has gone wrong, and the team has not been taken Outdoors as the mission briefing indicated.

The Computer demands to know why the reporter is not at Outside Access Door 74-Q-stroke-17. If the reporter is not fast on his feet, he's terminated for not reporting to the Access Door as ordered. Otherwise, the Green goons are terminated for taking the PCs to the wrong place. In this case, a new lot of Green goons shows up (*'Hup! Hup!'*), takes the characters on a mile-long jog around DOJ Sector and brings them back to Corridor CX, leaving them panting, sweaty and extremely hot in their winter clothing.

Anyone who tries to report the problem again is branded a traitor over the Complex PA system. The Computer's records show the characters have been taken to Outside Access Door 74-Q-stroke-17 not once,

but twice. Anyone who claims differently is obviously a traitor. (More clever programming by Cosmo-V makes the orders to the Green goons change in transmission from the Computer to Internal Security headquarters.)

Kill one of the PCs (or a random passerby), claim he was a traitor who painted the corridor white and request a maintenance bot to repaint it. Good paranoid thinking, but it won't wash. A Terrorist conspiracy of truly monstrous proportions, remember? The reporter is a traitor not only because he reports the corridor is white, but also because he murdered a loyal citizen as part of his plan to deceive the Computer.

So, is there a solution?
Yes. It's quite simple, actually. Dirty up the corridor. Say, start a fire with the heavy winter clothing and the propane lighters, or lob a few grenades down the corridor. Then, report to the Computer that Corridor CX has become dirty and requires repainting. In order to test the loyalty of the person making the request, and because it knows about the Terrorist conspiracy and Corridor CX, the Computer asks the person making the report *'What color is Corridor CX, citizen?'* The correct response is 'Black, friend Computer!' The Computer dispatches a maintenance bot—with black paint—at once.

DEBRIEFING

A bunch of Green goons show up to take the characters back to Briefing Room AB. Cosmo-V awaits them. They enter, the door swings shut. Cosmo-V congratulates them and announces that each PC is awarded 250 XP points. Let the players bask in your praise for a moment.

Then Cosmo-V-DOJ punches a control on his desk; the steel wall slams down. The door opens and Earl-B enters. He solemnly indicts the PCs with a variety of crimes, among them failure to retrieve the two-metre long and ten-centimetre diameter Indigo cylinders. Immediate termination is in order.

Alternative ending for nice GMs: When Cosmo-V punches the control, the door opens and in walks Earl-B. Cosmo-V indicts Earl-B for failure to acquire the Indigo cylinders, then has the PCs terminate him for treasonously poor leadership. Don't forget to reward them for executing a Blue-clearance traitor.

PREGENERATED CHARACTERS

APPENDIX 2

The following pages contain a selection of pregenerated characters for use with your games.

ALPHA COMPLEX
IDENTITY
FORM

▶ T H I S   F O R M   I S   M A N D A T O R Y

/// PART ONE	CORE INFORMATION >>>

NAME: Cathy   SECURITY CLEARANCE: Infrared   HOME SECTOR: PXR   CLONE#: 1

GENDER: Female   PERSONALITY: Loyal, efficient, selfish

/// PART TWO	DEVELOPMENT >>>

TREASON STARS: XP POINTS:

STATS >>>

VIOLENCE: +1   CHUTZPAH: +2   BRAINS: +1   MECHANICS: +1

/// PART THREE	SKILLS >>>

ATHLETICS	-4	SCIENCE	+2	BLUFF	+4	OPERATE	
GUNS	+3	PSYCHOLOGY	-3	CHARM	-5	ENGINEER	+2
MELEE	+1	BUREAUCRACY	-1	INTIMIDATE	+5	PROGRAM	-2
THROW		ALPHA COMPLEX		STEALTH		DEMOLITIONS	

/// PART FOUR	WELLBEING >>>

MOXIE >>>
○ ○ ○ ○ ○ ○ ○ ○

WOUNDS >>>
HURT ☐   INJURED ☐   MAIMED ☐   DEAD ☐

MEMORY >>>

ZB

/// PART FIVE	EQUIPMENT >>>

ALPHA COMPLEX
IDENTITY FORM

THIS FORM IS MANDATORY

/// PART ONE — CORE INFORMATION >>>

NAME: Solomon   SECURITY CLEARANCE: Infrared   HOME SECTOR: PXR   CLONE#: 1

GENDER: Male   PERSONALITY: Intelligent, team-player, cowardly

/// PART TWO — DEVELOPMENT >>>

TREASON STARS: [   ]   XP POINTS: [   ]

STATS >>>

VIOLENCE: +3   CHUTZPAH: +1   BRAINS: +1   MECHANICS: 0

/// PART THREE — SKILLS >>>

ATHLETICS	+2	SCIENCE	-1	BLUFF	-4	OPERATE	
GUNS	-3	PSYCHOLOGY		CHARM	+2	ENGINEER	-2
MELEE	+5	BUREAUCRACY	+3	INTIMIDATE	-5	PROGRAM	+1
THROW	+4	ALPHA COMPLEX		STEALTH		DEMOLITIONS	

/// PART FOUR — WELLBEING >>>

MOXIE >>>
○ ○ ○ ○ ○ ○ ○ ○

WOUNDS >>>
HURT [ ]   INJURED [ ]   MAIMED [ ]   DEAD [ ]

MEMORY >>>

ZB

/// PART FIVE — EQUIPMENT >>>

ALPHA COMPLEX IDENTITY FORM

THIS FORM IS MANDATORY

/// PART ONE — CORE INFORMATION >>>

NAME: Norman   SECURITY CLEARANCE: Infrared   HOME SECTOR: PXR   CLONE#: 1

GENDER: Male   PERSONALITY: Fatalistic, dry, ungroomed

/// PART TWO — DEVELOPMENT >>>

TREASON STARS: XP POINTS:

STATS >>>

VIOLENCE: +1   CHUTZPAH: +1   BRAINS: +1   MECHANICS: +2

/// PART THREE — SKILLS >>>

ATHLETICS	-1	SCIENCE		BLUFF	+2	OPERATE	+3
GUNS	+2	PSYCHOLOGY	+1	CHARM	-2	ENGINEER	+5
MELEE	-5	BUREAUCRACY	-3	INTIMIDATE		PROGRAM	
THROW	-4	ALPHA COMPLEX	+4	STEALTH	+1	DEMOLITIONS	

/// PART FOUR — WELLBEING >>>

MOXIE >>>
○ ○ ○ ○ ○ ○ ○ ○

WOUNDS >>>
HURT ☐   INJURED ☐   MAIMED ☐   DEAD ☐

MEMORY >>>

ZB

/// PART FIVE — EQUIPMENT >>>

ALPHA COMPLEX IDENTITY FORM

▶ THIS FORM IS MANDATORY

| /// PART ONE | **CORE INFORMATION >>>** |

NAME: *Leslie*   SECURITY CLEARANCE: *Infrared*   HOME SECTOR: *PXR*   CLONE#: *1*

GENDER: *Both*   PERSONALITY: *Happy, generous, untrustworthy*

| /// PART TWO | **DEVELOPMENT >>>** |

TREASON STARS: _____   XP POINTS: _____

STATS >>>

VIOLENCE: *+1*   CHUTZPAH: *+2*   BRAINS: *+1*   MECHANICS: *+1*

| /// PART THREE | **SKILLS >>>** |

ATHLETICS		SCIENCE	*+3*	BLUFF	*+2*	OPERATE	*-3*
GUNS	*-2*	PSYCHOLOGY		CHARM		ENGINEER	*-5*
MELEE		BUREAUCRACY	*+1*	INTIMIDATE	*+5*	PROGRAM	
THROW	*+1*	ALPHA COMPLEX	*-4*	STEALTH	*-1*	DEMOLITIONS	*+4*

| /// PART FOUR | **WELLBEING >>>** |

MOXIE >>>
○ ○ ○ ○ ○ ○ ○ ○

WOUNDS >>>
HURT ☐   INJURED ☐   MAIMED ☐   DEAD ☐

MEMORY >>>
_____
_____ ZB

| /// PART FIVE | **EQUIPMENT >>>** |

ALPHA COMPLEX IDENTITY FORM

▶ THIS FORM IS MANDATORY

/// PART ONE — CORE INFORMATION >>>

NAME: Mei   SECURITY CLEARANCE: Infrared   HOME SECTOR: PXR   CLONE#: 1

GENDER: Female   PERSONALITY: Controlled, thoughtful, sociopathic

/// PART TWO — DEVELOPMENT >>>

TREASON STARS: XP POINTS:

STATS >>>

VIOLENCE: +1   CHUTZPAH: +1   BRAINS: +2   MECHANICS: +1

/// PART THREE — SKILLS >>>

ATHLETICS	+4	SCIENCE	-3	BLUFF	-2	OPERATE	
GUNS	+2	PSYCHOLOGY	+3	CHARM	+5	ENGINEER	
MELEE	-1	BUREAUCRACY	+1	INTIMIDATE	-5	PROGRAM	+2
THROW		ALPHA COMPLEX		STEALTH	+2	DEMOLITIONS	-4

/// PART FOUR — WELLBEING >>>

MOXIE >>>
◯◯◯◯◯◯◯◯

WOUNDS >>>
HURT ☐   INJURED ☐   MAIMED ☐   DEAD ☐

MEMORY >>>

ZB

/// PART FIVE — EQUIPMENT >>>