

# PARANOIA<sup>®</sup>

MISSION BOOK 2.0



## DEVELOPED BY

W. J. MACGUFFIN, AMANDA CHERRY, GREG  
INGBER, DAN CURTIS JOHNSON & ED TURNER

## ORIGINAL PARANOIA DESIGN

DAN GELBER, GREG COSTIKYAN  
& ERIC GOLDBERG

# PARANOIA<sup>®</sup>

## MISSION BOOK 2.0

Mission Leader  
W. J. MACGUFFIN

Written by  
AMANDA CHERRY, GREG INGBER, DAN CURTIS JOHNSON  
& ED TURNER

Red Clearance Box Set by  
JAMES WALLIS, GRANT HOWITT & PAUL DEAN

Grand Overseer  
GARETH HANRAHAN

Paranoia created by  
DAN GELBER, GREG COSTIKYAN AND ERIC GOLDBERG

Graphic design and artwork by  
Amy Perrett and Cheyenne Wright

**PROOFREADING:** Charlotte Law

**HIGH PROGRAMMERS:** Varga Oliver & Wife (Adrienn Szonja Varga-Szujó & Olivér Csaba Varga), Eric Halli (Eric-U-ACP), Frederi Pochard (Frederi-U-PCH), Gregory Matyola (Gregory-U-YLA), James Bore (James-U-BOR), Thomas Bender (Lord-U-BER), Louis Puster (Louis-U-PTR), Michael Elliot (Michael-U-EOT), Dr. Nakagawa Kozi (NakagawaKozi-U-TKY), Der 2nd System Meister (Ortwin-U-MEI), Hiyori Shirakawa (Shirakawa-U-FSM), Lorin Grieve (Xavia-U-SHA)

**BACKER CARDS:** Shai Cassuto (*Loaded to Explode*), Matthew Wang (*Buddy System*), Shawn Baker (*Wiggler*), Ryan Schmidt (*Magnetic Flux*), Randall Koutnik (*Anti-Flamethooter*), Steph Wyeth (*Majestic X*), Nils-Patrik Eklund (*Foamy-Stringy Rifle Mk. II*), David William Wilt (*2d6io*), Nick Mathewson (*Informant's Guild*)

**GENTLEMAN TONE CZAR:** Ken Rolston



The Computer endorses and approves this Celebration of the Selfless  
Labours of this list of Citizens and Condemned Traitors



# CONTENTS

CENSORED FOR YOUR PROTECTION	3
THE MISSING REGIMENT	33
CRITICAL SYSTEM PATCH	67

*Paranoia* ® & Copyright © 1984, 2016, 2018 by Eric Goldberg & Greg Costikyan. *PARANOIA* is a registered trademark of Eric Goldberg & Greg Costikyan. All Rights Reserved. Mongoose Publishing Ltd., Authorized User. The reproduction of material from this book for personal or corporate profit, by photographic, electronic, or other means of storage and retrieval, is prohibited. You may copy character sheets, record sheets, checklists and tables for personal use.  
Published by Mongoose Publishing, Ltd. Published 2018. Printed In China.





# CENSORED FOR YOUR PROTECTION

## M I S S I O N O N E

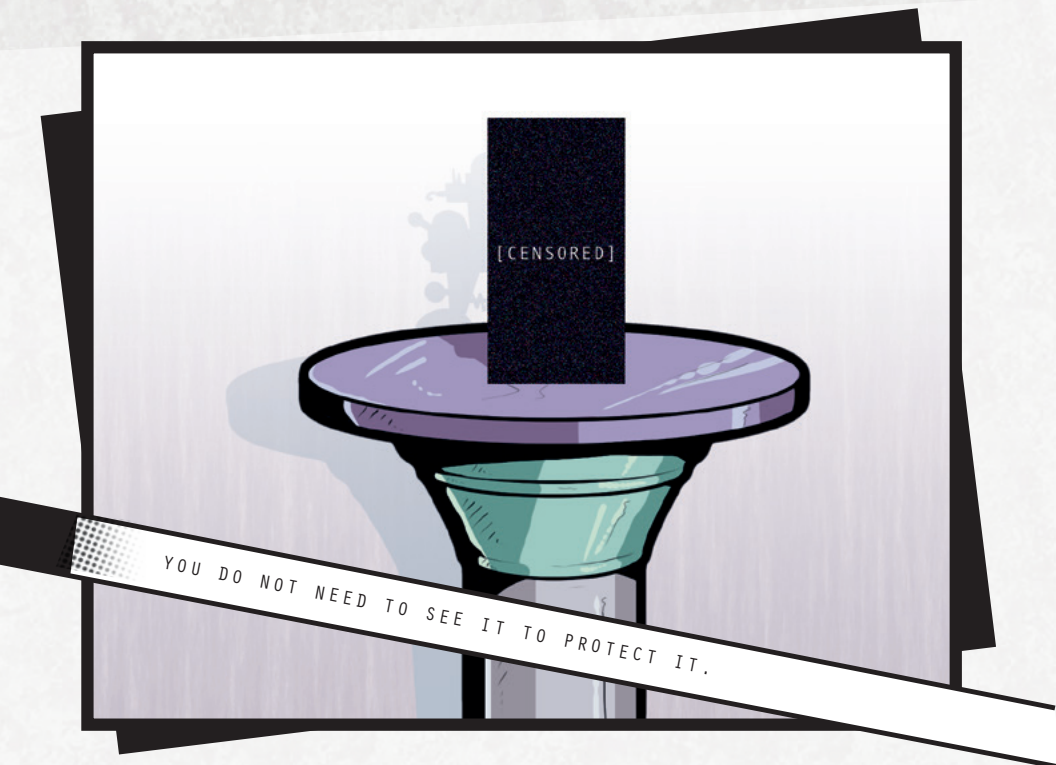
For 2-6 *Paranoia* players and a Gamesmaster – that's you.  
If it's not you then you're reading the wrong book.

The following document is for Gamemasters only. Any player reading this document will not just ruin their fun but will be put on the Computer's list of naughty people that deserve double-secret surveillance. No one wants that.

Now that the players have been shooed away, this is a mission for RED-Clearance Troubleshooters. They will be given a simple task: Take an unreleased product from R&D to a focus group in the neighbouring sector.

That is it. No trip to the Outdoors, no insane bots with mega-cannons and no screaming mobs of traitorous terrorists. Sure, the product in question is so secret that the Troubleshooters cannot perceive it. Oh, and Internal Security hates it. And their mission budget is literally zero so they start getting penalised as they progress. Fine, there might be a screaming mob or two as well.

Other than that, this is a Peppy Perky-brand radiation-lite Tickled Pink Cake walk.



## MISSION BACKGROUND

To be honest, Internal Security never liked the Troubleshooter program. IntSec is tasked by the Computer with rooting out treason and terrorists. Why create a redundant but inferior division? But what really gets IntSec inspectors mad is resource allocation.

In this Year 214, resources are more scarce than ever (Which is why Soylent Red Bars are being replaced by Soylent Red Starchy Sawdust Bars). Every Service Group is asked to do more with less. So when IntSec looks at its miserly budget, it can't help but see Troubleshooters as a waste of precious resources - and, in some ways, the enemy.



Chief Inspector Amelia-B-XRT-4 had an idea to correct this situation. She created a dummy Troubleshooter mission to transport a fake but vitally important product. When the online form asked for the mission's budget, she put in '0'. This means the Troubleshooters will be seen as wasting precious resources the moment they put on their boots.

As the Troubleshooters do their usual thing on this mission (e.g. shoot people and make stuff explode), Amelia-B will be tracking how much Troubleshooters cost Alpha Complex. She will even send some recently-arrested traitors their way to increase costs. By debriefing, Amelia-B hopes to have enough data to convince the Computer to reduce Troubleshooter missions and rely more on IntSec – and send Troubleshooter mission budgets to her service group.

## 1: PROTECT AND SERVE FRIES

Before getting started, the GM should make sure each Troubleshooter has at least 200 XP Points. Throughout this mission, Troubleshooters will be continuously fined for lots of reasons (some being legitimate). Fines do not work if they don't have the XP Points to take away.

Read the following to set the scene:

***You and your fellow Troubleshooters are enjoying some downtime walking through the Crater Galleria Outlets shopping mall (formerly Nuclear Reactor #043). Sure, each store's stock has been rather... not low, what's the word... selective, and there's not much to buy here unless you want yet another pair of RED-Clearance Stomp-n-Pomp boots ('Remember, thinner soles means you truly feel our beloved Alpha Complex!'). At least the occasional advert pop-up in your field of vision shows your Cerebral Coretech is working well.***

***Finally, the ads disappear and you see an urgent mission alert. 'Troubleshooters! You have been selected for a mission that can help end the terrorist threat forever. Please report to the Meat-Ish Burger Emporium as indicated in your vision. This mission alert has cost you 1 XP Point, which has been automatically deducted from your account. A prompt arrival can help avoid future fines. Thank you for not wasting more resources.' A bright yellow arrow leads away from the mall.***

The mission has no budget, so the briefing officer had to find a way to justify the time and effort to even start the mission. That's why he's holding his briefing in a fast food restaurant – and why the Troubleshooters will have to work in the kitchen while receiving their mission briefing.

The Meat-Ish Burger Emporium is a chain serving a limited menu of items with a nutritional value slightly above paper. Still, everything is either deep fried or covered in gravy, so the lower-Clearance citizens who eat there don't complain (well, that and the laser clusters that track customers from register to table).

When the team arrives, the arrow brings them inside and past the registers to the kitchen. A muscular ORANGE-Clearance manager will not let them into the back so easily. This *should* be handled with social skills but these are Troubleshooters. Have the deck of Action Cards handy.

In the kitchen, the Troubleshooters will find their briefing officer, Derek-O-PKU-3. He is wearing a dirty apron and grilling up some gristle-based low-meat burger patties.

***'Welcome, Troubleshooters. Resources are tighter than ever and, ORDER UP! And temping here gives us enough to pay for the mission briefing. So man that fryer! Prep those burgers! Mop up that blood!'***

***'Order up! Anyway, you have a great mission. Totally great, should be easy. Let me just flip some burgers here. Right, your job is to transport and protect an unreleased HEY WATCH THE FRIES THEY'RE BURNING! It's an unreleased product that's supposed to 86 THE CHEEZY-GREAZY BROWNS! To revolutionise treason-fighting and finally free Alpha Complex from I NEED TWO HOT-N-NOT UNTASTIES ON THE DOUBLE! From, you know, terrorists and stuff.'***

***Go to R&D Lab #4725 and collect the product. Then use PUT OUT THAT GREASE FIRE AND SERVE THE REMAINS! Use the provided secure transport to bring the products THEN DRESS THE BURGERS WITH EXPIRED SOYLENT! Bring them to the focus group in neighbouring NLA sector's Volunteer Research Centre. Report back here for debriefing. But now, it's my break.'***

With that, Derek-O pulls out a smoke-tobacco-and-fiberglass-free cigarette and sits down on some crates. Then he remembers the budget.

***'Oh, and for reasons which are no doubt above my Clearance, your mission has a budget of nothing. If you start breaking things or wasting time, I'm pretty sure you'll be penalised in some creative ways. Now get out before the lunch rush hits.'***





## DEREK-O-PKU-3

### /// SKILLS

INTIMIDATE:	+3
BUREAUCRACY:	-1

### /// HEALTH BOXES

DEREK-O-PKU-3: ● ● ● ● ●

### /// NOTES

HE IS STARTING TO PREFER GRILL COOK OVER BRIEFING OFFICER AND IT SHOWS.

As the Troubleshooters leave, they are contacted by their Secret Societies through the usual channels: dead drop in a trash can, customer slips a message through a handshake, a quiet conversation in the restaurant's bathroom and so on. All of them have heard rumours about some new anti-treason product and they all want it for themselves. How can a Troubleshooter get away with this? That's a question for the players. The GM only needs set up the maze; players have to find a way out.

## 2: WHAT TOP SECRET LAB?

R&D Lab #4725 is a top-secret facility. It is so top-secret that the ubiquitous yellow arrow in people's vision will lead the Troubleshooters down a hallway, up an escalator and then disappear. The phrase 'ERROR 403' blinks a few times but that is it. The door to the lab is only a 10-minute walk from this point, if the team can figure out which hallways to follow.

The door is locked and designated for GREEN Clearance only. Above the door, the sign saying, 'R&D Lab #4725' has been half-heartedly covered with a paper that says, 'Normal warehouse' in poor handwriting. If the players knock or ask the Computer for help, an old boffin wearing a dirty lab coat looks at them suspiciously from a reinforced window. Then he opens the door and asks what they want.





TROUBLESHOOTERS ARE GOOD WITH DOORS.

This is Craig-G-AJL, a scientist that helped design the product. He knows this is a secret facility but he does not remember what Troubleshooters are. He will keep denying this is R&D Lab #4725 and saying it is really a laundromat, a hostel, anything other than a lab because, although he is unsure about a lot in life, he knows this lab is supposed to be secret. Do not make this scene too hard, as the real trouble lies ahead.

Once inside, the team will be escorted by IntSec guards to a conference room. There, they meet Amelia-B-XRT-4. She created the product just for screwing with Troubleshooters, so she wants to kick things off.



## AMELIA-B-XRT-4

### /// SKILLS

GUNS:	+3
ALPHA COMPLEX:	+5
CHARM:	-3
BLUFF:	+4
SOUND CONDESCENDING WITHOUT SAYING ANYTHING MEAN:	+4

### /// HEALTH BOXES

AMELIA-B-XRT-4: ○ ○ ○ ○ ○

### /// NOTES

SHE IS BOTH ARROGANT AND ATTENTIVE.  
SHE HATES TROUBLESHOOTERS.

'Welcome, valued Troubleshooters! You are here to collect a new, revolutionary product that I designed myself and deliver it to a focus group, yes? Good, good. Are you ready? Are you mentally prepared for this awesome new anti-treason product? A product so revolutionary, so ahead of its time, that over 50 loyal citizens were assassinated by terrorist scumbags in the design process alone? Then bring out the Mr. Loyal's Homemade Treason Absquatulators!'

With a theatrical flourish of her hands, IntSec agents bring out three... er, somethings. It's censored but unlike the blurry pixelization that you're used to, it's a completely black rectangle. That's all you see of the product.

'You'll notice these have been censored for your protection. You will not be able to see, hear, feel, taste or smell any absquatulators because they are too important. If data on these got into treasonous hands, they could reverse-engineer a product to render them useless!'



***'Now, I understand you're Troubleshooters. Try not to let any of the three absquatulators get damaged in any way. They must arrive at the Volunteer Research Centre intact. That's why we're providing you with a secure mode of transport. If there are no questions, please follow these IntSec agents to your vehicle.'***

What exactly is Mr. Loyal's Homemade Treason Absquatulator? This is why *Paranoia* is such a fun game: It does not matter (although 'absquatulate' does mean to leave abruptly).

As the GM, you will never need to define it. You don't even have to worry too much about internal consistency since the absquatulators cannot be sensed at all. Just like Amelia-B said, all sensory input (including its weight) is blocked by the Troubleshooter's brain implant. They cannot even tell if they are holding it and the only citizens trusted enough to see the absquatulator in its full glory (besides Amelia-B, because an inventor needs to see their invention from time-to-time) are INDIGO-Clearance or higher.

Since there are only three absquatulators to transport, not every Troubleshooter will be responsible for one. Put the three absquatulator Equipment Cards (found at the end of this mission) on the table and let the players argue over who gets one. Remind players that, despite the fact that they have the card in front of them, they won't always know they're holding an absquatulator unless they can see their hands disappearing into the black rectangle.

The IntSec guards will also pass out some standard equipment and complain about precious resources being wasted on Troubleshooters instead of Internal Security. If they don't already have these, each Troubleshooter gets one laser pistol, RED armour and one foam grenade (the GM should make sure he has decided how armour will work, see pages 84-86 in the *Paranoia Gamemasters Handbook*). Amelia-B cannot stand the Troubleshooter program, so there is no specific equipment for mandatory bonus duties.

If the Troubleshooters do not get the hint and try asking questions, Amelia-B just rolls her eyes and says she cannot risk sharing knowledge about the absquatulators. If they still do not get the hint, the IntSec guards will help them get the hint through applied violence.

Speaking of which, these agents fall under Amelia-B's authority. They've noticed her hatred of Troubleshooters and now copy it in a vain attempt to gain her favour. That's why the agents will consistently harass the team as they head to the lab's secret parking garage to find their secure transport: A yellow armoured car nicknamed The Bin.

***The car is painfully, no, cheerfully yellow. It practically glows. Black, blocky letters spell out 'Nothing To See Here' along the sides and 'Vehicle Does Not Have To Stop' on the front and back. It has six oversized tires, no windows, and one door. A few closed viewing slots are the only holes in the thick, bright yellow armour. A small decal on the door says, 'YELLOW-Clearance Only'.***

***The IntSec guards laugh at that and promise that you're temporarily cleared to drive the vehicle. 'Besides, you clones don't worry about Clearance when you're screwing up one of our cases, do you? And don't forget, do not screw up the Chief Inspector's inventions!' Then they leave. You swear you heard them chuckling as they left.***

For the record, the Troubleshooters really are authorised to use The Bin.

There is room for two citizens up front, one being the driver. The back is full of lockboxes of different sizes and can seat six citizens.

## BUDGET OVERRUNS ARE FUN AGAIN

Now that the mission has officially begun, it is time to talk about the Naughty Overrun Table.

This is a list of ways the GM can put the screws to a player's character, especially when they incur expenditures along the way to the focus group. Troubleshooters will inevitably rack up costs: Laser pistol energy, broken Alpha Complex items, dead INFRARED citizens, new clones and so much more. Because the mission's budget is zero (thanks to Amelia-B), all costs are over budget and therefore problematic.

The GM can pick an entry on the Naughty Overrun Table to punish characters for their budget overruns. Whenever a Troubleshooter does something that could cost XP Points or resources, pick an appropriate punishment from the table. No, there is no counting XP Points to determine exactly how much they are in the red. Rather than turn this game into an





exercise in accounting, the GM can pick any effect in the Naughty Overrun Table that amuses him and apply it to whichever Troubleshooter has been having the easier time.

If a player likes, they can attempt to cancel an assigned effect by spending XP Points they painstakingly saved up. The GM should require a roll such as Brains + Bureaucracy to convince the powers-that-be to change their minds. That said, the GM can always decline such a generous offer and just force the effect anyway.

However, the GM should be cautious: do not use this table all the time. *Paranoia* is full of Catch-22's and Kobayashi Marus but overusing these can turn a fun experience into a frustrating one. Use the Naughty Overrun Table sparingly. Instead of crushing the players with these effects, the GM should slowly ramp up the effects by adding penalties over the course of the mission drip-by-drip.



# NAUGHTY OVERRUN TABLE

Game Effect	Reason For The Effect
Lose 1 Equipment Card.	Submit a piece of equipment for resale to recoup some costs.
Cannot play an Equipment Card during combat.	Keep all gear safely protected from wear-and-tear during conflicts.
-1 Level for all current and future Equipment Cards.	Trade out equipment for versions made from thrice-recycled materials.
-2 to all Action orders (min 0).	Just before acting, the words 'DO NOT WASTE ANYTHING' block the entire vision.
-4 to all Action orders (min 0).	Parts of vision are sold for pop-up advert space.
Get only 3 cards for combat.	A commercial jingle for Mr. Mop-brand mops plays in the character's ears all the time.
Get only 2 cards for combat.	Some of the brain's cognitive ability is sold for cloud computing.
Lose one Moxie.	All nearby citizens see the tag 'Wasteful! Yell at me!' over the head of the character.
Gain one Treason Star.	Only traitors waste valuable resources.
If Computer logo shows on dice, act out a Bouncy Bubble Beverage commercial on the spot.	Must star in B <sup>3</sup> commercials to cover expenses.
Sell cookies at 10 XP Points each box and earn 100 XP Points.	Sell Junior Troubleshooter Scout cookies as a fundraiser for the team.

Some effects are clearly one and done but others are continuing. How long do these last? As long as the GM thinks it is still funny.



### 3: A RELAXING DRIVE

Eventually, the Troubleshooters will secure the absquatulators in The Bin and start driving to NLA Sector's Volunteer Research Centre. Driving The Bin is rather difficult and more like a tank than a lorry. The driver has to look out of a thin viewport and there are a bewildering array of buttons, levers, switches and by the large steering wheel, a counter that currently reads, '0041'. This gauge can measure kilometres, damage, clones run over or anything. Really, it does not matter. The GM should randomly increase this number throughout the mission and never ever explain what it is.

No, there is no training available. Remember how the Troubleshooters are only temporarily cleared for the vehicle?

Driving The Bin should range from mildly difficult to impossible. Mechanics + Operate is the default stat and skill combination but change it up when faced with something different. Trying to stop short and avoid crushing citizens could be Violence + Athletics to wrestle with the controls, while Brains + Alpha Complex might be used to find a way to NLA Sector without trampling so many Junior Troubleshooter Scout field trips. Keep the difficulty level around three and adjust as needed to keep players struggling but making progress.

Their destination is not secret, so the yellow arrow comes back in their vision when they start up The Bin. However, the Troubleshooters are only temporarily cleared to be driving the vehicle and not driving to the centre. That means their arrow will lead to pedestrian paths to get there (updated directions will cost 3000 XP Points: 1000 to go from RED to ORANGE, then 2000 to go to YELLOW).

Here are some fun locations to throw in their path. The GM should use these depending on how the mission is going so far. If it has been slow-moving and full of unscheduled terminations, only use one or two. If the game has been moving along nicely, stop and smell the body count by using them all.

Do not forget to use the Naughty Overrun Table when the team manages to run into walls, bots, people and worst of all, the Computer's public video screens.

- **Up The Escalator:** The yellow arrow says to turn right at an intersection, leading to a series of escalators swamped with citizens of INFRARED to YELLOW Clearance going to and from their jobs. The arrow points up. The massive flow of commuters quickly surrounds The Bin, forcing Troubleshooters to either convince everyone to move away or crush them all as The Bin moves around. No, the Bin won't fit on the escalators.
- **Transbot Station:** The quickest way from the Troubleshooter's current location to NLA Sector is by transbot, so the Cerebral Coretech sends them to the Loyalty In The Face Of Temptation Transbot Station. The place is packed with INFRARED workers, who are so drugged up that they do not notice The Bin rolling up behind them. Remind Troubleshooters that INFRARED clones are costly. Then use that Naughty Overrun Table if the INFRAREDs get crushed, knocked onto the third rail and so on.
- **Toll Booth:** If the team somehow manages to find an actual road to use (like the M1AA Motorway), give them a few kilometres of straight driving. Then they hit some traffic just before a toll booth (it is the old-fashioned kind with a tight lane and manned booth). The Bin has trouble fitting through and it will be interesting trying to pay the 5 XP Points toll through the tiny slots in the vehicle's armour.
- **The Parade:** As the team drives down a stretch of road without exits, they see a commotion up ahead. This is the semi-annual Victory Over Terrorism Through Bureaucracy parade. Groups of accountants, civil servants and paper manufacturers march in step with others throwing colourful streamers (which are quickly picked up and recycled) and playing musical instruments. The parade's leader, Megan-O-FNA-6, has a permit to use this road at that time. The Troubleshooters do not.
- **Street Racers:** Free Enterprise set up some illegal street racing to get rich off some betting. That is why two autocars suddenly turn a corner and race right at The Bin. Given the armour plating, The Bin will surely survive. The rest of Free Enterprise and the citizens gambling on the race will not be happy.
- **IntSec Checkpoint:** Regardless of road or hallway, the Troubleshooters see an Internal Security checkpoint up ahead. The GREEN-Clearance officers can tell that the team is authorised to use The Bin but they still insist on searching every square centimetre of the vehicle. That would be a bad thing. If they find the absquatulators, they will freak out and call for enough backup to fight a small war. Worse, they will demand to confiscate the absquatulators.



## 4: COSTLY DELAYS

Once the Troubleshooters have reached NLA Sector, Amelia-B starts to worry that there are not enough fines accrued yet. To help make things worse, she will rescind the authorisation to use The Bin and force the players to travel on foot. Then she starts sending a few teams of recently-caught traitors to mess with the team.

***You finally arrive at NLA Sector's border. Traffic is slow but moving as drivers explain their reasons for travelling from one sector to another and only the occasional driver is beaten or shot. Eventually, you cross the border and see open road ahead of you.***

***That's when The Bin starts making beeping noises you've never heard before. It starts running on automatic and safely pulls over by some stairs leading away from the motorway. The Computer announces, 'Attention Troubleshooters. Authorisation to use this vehicle is now complete. Please collect all belongings and exit the vehicle. You have one minute before an experimental nerve gas is pumped through the ventilation system. Thank you for not dying and ruining the upholstery.' Your yellow arrow points at the stairs outside.***

The stairs allow citizens to leave the motorway should their vehicle break down, so it is really the only path the Troubleshooters can take (and if they determinedly march up the motorway, keep throwing vehicles at them until they run out of clones). From here, the Volunteer Resource Centre is a mere<sup>1</sup> two-hour walk away. However, Amelia-B's traitors will be making trouble for the team, so it might take longer.

As with the drive to NLA Sector, here are some modular encounters that the GM can use or not, depending on how the game is moving along. The GM should remember that they can tilt these encounters against certain Troubleshooters. In other words, if one player's character has yet to lose a clone and seems to be 'winning', make that Troubleshooter the epicentre of these encounters.

<sup>1</sup>HPD&MC HAS DEFINED ANY WALK LESS THAN THREE HOURS TO BE 'MERE'. 3-5 HOURS IS 'DECENT' AND 5-10 HOURS IS 'HEALTHY'. OVER 10 HOURS IS 'YOU KNOW TRANSBOTS ARE A THING, RIGHT?'.



However, there is a big difference between driving The Bin and walking: Everyone can see the absquatulators. Well, sort of. Citizens see a group of Troubleshooters (which is a red flag) carrying strange somethings (a bigger red flag) that are completely censored (a red flag big enough to be used to cover coffins). Still, that means many Alpha Complex citizens will see the team and suddenly remember something important to do far, far away.

The GM should allow players this moment of power. Let them abuse it even, maybe to scare away some citizens; adding a bit of control makes the inevitable fall to powerlessness that much tastier (at least for the GM - If the players want something tastier, they need to up their snack game).

Also, the Naughty Overrun Table is still in effect. If a Troubleshooter scares an ORANGE citizen and he drops his extra tall double-shot free-range antioxidant-free Coffeelyke-brand heated brown drink, it is time to use that table.



# USING AN ABSQUATULATOR

What happens if a Troubleshooter tries to use one of the absquatulators and fight the traitors coming at them? In a word, nothing. First, Amelia-B did not actually design an anti-treason product. These are just props so Troubleshooters earn enough fines to make the whole program look bad. Second, the Troubleshooters cannot sense the absquatulators. The players might ask if they can detect any switches, barrels, pins or the like. They cannot. Characters could use them as a club (causing damage like normal) but that is all.

**Fake Communists:** The team reaches the bottom of a long, wide set of stairs they must climb. Three stories from the top, a motley band of fake communists lies in wait to ambush the Troubleshooters and increase their costs.

However, these are all clones guilty of small crimes like littering or killing an INFRARED citizen without express, written consent from their supervisor. (Which citizen's supervisor? Either, really.) Amelia-B's flunkies gave them a choice: Participate in a live-fire training exercise to test Troubleshooter readiness or do not. After the first citizen refused and disappeared behind a door labelled 'Soundproof / Waterproof / Biowasteproof', they agreed to help.

Atop the stairs, they are wearing fake bushy moustaches and RED armour while carrying heavy pieces of pipes. It is not hard to spot them (difficulty 1) but that is if the team is looking for anything suspicious. If they are not, then the fake commies attack first. Complicating things is a Roddy the Spent Fuel Rod, a pro-recycling mascot complete with giant, furry nuclear fuel rod costume. She is busy handing out flyers on how to properly conserve electricity and might (read: will definitely) get in the way.

Combat is not guaranteed here. The fake commies are not enthused with their jobs and a few good rolls involving Chutzpah or Brains could convince them to feign being caught by vigil-eyed Troubleshooters before they could swing their pipes. Yes, Troubleshooters are *really* known for their parley skills when people look like communists.

If any fake commie survives, they can reveal how IntSec hired them to deliver a field training exercise for the Troubleshooters. A call to IntSec will simply state that information about field training exercises is YELLOW Clearance but were authorised by Amelia-B.



## FAKE COMMIES

(1 PER TROUBLESHOOTER)

### /// SKILLS

N/A:

-

### /// HEALTH BOXES

FAKE COMMIES:



### /// EQUIPMENT

FAKE MOUSTACHE, LENGTH OF PIPE,  
SLIGHTLY DAMP UNDERWEAR

The citizen wearing the Roddy the Spent Fuel Rod costume is actually a low-level member of Psion. Her flyers have pro-mutant sayings embedded in the dense text (Brains + Psychology, or something similar, to notice). If the Troubleshooters take down Roddy, they can actually earn 100 XP Points apiece. The GM should give them this. Players need some rewards now and then so they have enough hope to satisfyingly crush later on.

**The INDIGO Citizen:** The absquatulators are only black rectangles to most citizens. INDIGO Clearance and higher can sense the products normally. That is exactly why Claire-I-OAG-4 just happens to be wandering down the corridor towards the Troubleshooters.

*Up ahead is a rare sight in Alpha Complex: an INDIGO-Clearance citizen. She's tall, lanky, long-haired and definitely higher Clearance than you have ever seen in real life. A new-model guardbot rolls just behind her like a heavily-armed and massive pet. As she gets closer, she squints and smiles.*

*'I declare,' she says to all of you, 'that is a most amusing device you have there. Dare I? Ooooh, I absolutely must! Come closer. I wish to have a closer look.' Now, a humming noise can be heard from the guardbot.*



Technically, the Troubleshooters should not let anyone mess with an absquatulator. Technically, the Troubleshooters should always follow the orders of any INDIGO-Clearance citizens. Technically, this is called a Catch-22.

Let the players figure out what to do. The guardbot is there to protect Claire-I but not in an insane way. If any Troubleshooter reaches for a laser pistol, the guardbot attacks. Until that point, use Claire-I to increase the players' fear and ignorance of the absquatulators.



## CLAIRE-I-OAG-4

### /// SKILLS

ALPHA COMPLEX:	+5
CHARM:	+3
SCIENCE:	+3
INTIMIDATE:	-2

### /// HEALTH BOXES

CLAIRE-I-OAG-4



### /// NOTES

CLAIRE-I IS POWERFUL AND UNUSED TO LOWER-CLEARANCE CITIZENS OFFERING ANY RESISTANCE.

**Claire-I:** Indeed, this wobbly bit is sure to send the traitors running for their lives!

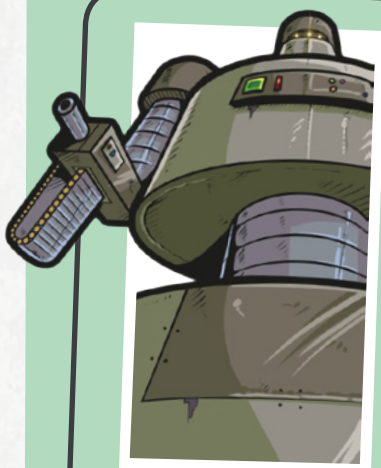
**Troubleshooter:** Thank you, ma'am. If you'll excuse us, we...

**Claire-I:** Do you esteemed Troubleshooters think the retainer springs and combination valves are steady?

**Troubleshooter:** I think that's for the focus group to decide. Unfortunately, we...

**Claire-I:** Oh my, I do believe I see some chumble capacitors underneath the flergle housing. Is that safe to hold? I imagine it would get quite warm!

**Troubleshooter:** Oh, bother.



## GUARDBOT THK-11L

### /// SKILLS

ATHLETICS:	+4
GUNS:	+5
MELEE:	+5
THROW:	+4
INTIMIDATE:	+4
KILL THREATS TO CLAIRE-I:	+4

### /// HEALTH BOXES

GUARDBOT THK-11L



### /// NOTES

SERIOUSLY, TRY NOT TO MESS WITH THIS ONE.

**Public Chastisement:** The team wanders into an open square complete with vendors and a bronze statue dedicated to the Unknown Loyalist. A thick crowd has gathered in the square and the Troubleshooters' path lies past the crowd.

What gathers people together like this? Why nothing but an old-fashioned public chastisement! Patrick-R-PMH-5 was found guilty (or more accurately describing the Alpha Complex justice system, not found innocent) of falling asleep on the job. Sure, he works in a mattress factory but the point is that Patrick-R is guilty of aiding terrorists. Rather than termination, he is facing a mandatory volunteer chastisement from his peers.

When the team enters the room, they will hear people yelling horrible things at Patrick-R, who stands at the statue's base with his hands zip-tied behind his back ('he's no loyal friend of mine!', 'Better dead than asleep!' and 'I'm just trying to reach the shops!' are the most common). Nearby citizens



will urge the Troubleshooters to join in. If they do not, those nearby citizens become suspicious citizens who notice the weird black rectangles the Troubleshooters are carrying.

Amelia-B has three recently-caught traitors in the crowd waiting for the Troubleshooters. As with the fake commies, these poor clones think they're participating in a training exercise to help Troubleshooters by stealing the absquatulators. IntSec can confirm Amelia-B also arranged this but any additional information is beyond their Security Clearance.

Remember that Troubleshooters cannot feel them being grabbed and torn away! They can make a Brains + Stealth roll to notice the pickpockets working their way steadily towards them. It would be fun if at least one pickpocket grabbed an absquatulator but don't make the merry chase after the pickpockets go on too long. Use hapless crowd members to get in everyone's way and make it a struggle to reach the fleeing pickpocket but none of the absquatulators should actually be stolen.



## PICKPOCKETS

### /// SKILLS

ATHLETICS:	+3
STEALTH:	+2
BLUFF:	-3

### /// HEALTH BOXES

PICKPOCKETS



### /// NOTES

NONE ARE GOOD PICKPOCKETS AND THEY WILL SURRENDER AT THE FIRST SIGHT OF VIOLENCE.



If caught, the pickpockets will just say they are in the middle of a training exercise, which the Troubleshooters passed with flying colours, it is all over now, time to go home and have a cuppa, everyone deserves a medal and can they go now. Again, Amelia-B covered her tracks and IntSec will not reveal anything.

Refer to the Naughty Overrun Table if the Troubleshooters make some costly efforts, like going after the pickpockets or not going after the pickpockets.

**A Moment of Damage:** This is less a scene and more of a scene add-on but it is great fun. As the Troubleshooters carry their black rectangles to the Volunteer Research Centre, it is not impossible for one to get damaged. Maybe a pickpocket drops one or maybe a fake commie hits it with his pipe. Either way, read the following to the players.

***Something is wrong. The black rectangle that is the Mr. Loyal's Homemade Treason Absquatulator looks a little thinner. On the ground, you see a small black circle.***

Some part of the absquatulator broke off. It does not matter which part since the Troubleshooters cannot sense anything beyond the black censoring. They can pick up the part that broke off but they cannot know what it is, looks like, feels like and so on.

How can they repair the absquatulator? Assuming the team does not devolve into a firefight over who is to blame (which is probably a bad assumption to make), that is completely up to the GM. One idea is to require several rolls using rare combinations of stats and skills, such as Violence + Program or Mechanics + Psychology. Keep mixing things up so the players are thoroughly confused over what an absquatulator is.

At some point, the black circle enters the black rectangle and stays there, bringing the rectangle back to full size. Do not explain what worked. Keep everything a mystery.

**The Blown Tyre:** Every so often, have whichever Troubleshooter is driving make a roll (really, any stat and skill combinations you think is interesting). When someone inevitably fails or you just get bored with their successes, read the following:



**BANG! A loud noise shocks you all and the vehicle is suddenly pulling to the right. Five warning lights are flashing, and that counter is now showing '103'. Through the viewports in the front, you see a YELLOW IntSec agent pointing a gun at a RED citizen holding a suspicious package. They're both in your way! What do you do?**

Unless the players come up with something remarkably clever and quick, this boils down to a choice of who to run over: IntSec agent or Citizen of Extreme Interest. Have the driver make another roll. It doesn't really matter what the result is, as either choice leads to the same place. Sometimes it's just fun to give players the illusion of responsibility.

If they steer towards the IntSec agent: **The Bin slams through (yes, through) the YELLOW agent before finally stopping. The RED citizen runs away, taking the suspicious package with him. Other IntSec agents come seemingly out of nowhere and start yelling at you. 'Wait, aren't there Troubleshooters in The Bin right now? Why do Troubleshooters always screw up our cases! That girl had weapons-grade bombastium in that suspicious-looking package!'**

If they steer towards the Citizen of Extreme Interest: **The Bin slams through (yes, through) the RED citizen before finally stopping. The IntSec agent looks at The Bin and runs away. Other agents appear seemingly out of nowhere and seem very upset. 'Wait, aren't there Troubleshooters in The Bin right now? You killed our best undercover agent! She was going to expose a fake Internal Security agent operation!'**

The Troubleshooters could drive away from the scene – if they didn't have a flat tyre. That means at least one Troubleshooter will need to exit the vehicle and change the tyre while the IntSec agents surround him and politely explain the benefits of having Internal Security do all Troubleshooter mission from now on.

## 5: PAID RESEARCH? HA!

Finally, the team reaches the NLA Sector Volunteer Research Centre. This is a massive (crumbling) stone building with giant (poorly repaired) doors and (mostly missing) windows. People come here on their time off to participate in focus groups and psychological experiments. While they do not get any XP Points for helping, rumour has it that this can help their chances of staying out of an Internal Security Guilt Processing Auditorium (hint: The rumour is incorrect).

The entrance is guarded by a pair of ORANGE-Clearance guards armed with stun guns and truly boring personalities. Any Troubleshooter who engages either in conversation will hear a stream of dull anecdotes that cost one point of Moxie. If the players act like they are supposed to be there (which they actually are), they can slip past without a problem.

Finding the room for the focus group will be a little harder. There is an information desk with an experimental bot behind it: the databot. It is quite tall, standing a good three metres high and looming over its circular desk. It's head is a globe covered in lenses and antennae. Five different spindly arms can quickly point directions, including to a bronze plaque that says, 'Why Not Try Alphapedia?'.



**REGGIE-O-KFR-2  
& SUSAN-O-AYU-3**

**/// SKILLS**

NONE WHATSOEVER

**/// HEALTH BOXES**

REGGIE & SUSAN-O



**/// NOTES**

DO NOT ASK ABOUT THEIR DRAINSPOTTING CLUB.



However, the databot cannot speak. It used to, but a paper taped to the bot reads, 'Vocal and audio features removed due to Troubleshooter mission cost overruns'. If the players ask for directions to their focus group, it literally plays charades to convey 'level three, room 12C'.

If any Troubleshooter is smart enough to check Alphapedia, they can find a guide to speaking to bots nonverbally. With a Brains + Operate roll (or something similar with difficulty two), that Troubleshooter can use the guide and get the focus group location.

Once they reach room 12C on level three, they find a large conference room complete with a table, six chairs and some stale soylent bagels. A short BLUE-Clearance citizen holding a stack of data pads smiles broadly at them from the far end of the room. He is wearing a BLUE-Clearance suit and dark blue latex gloves.

***'Welcome, focus group participants. Please note you will not be paid for your time. Come in, have a seat and take one of these pads for your valuable input. I am Ajay-B-GHL-2 and I will be your researcher for this group.'***

Ajay-B is relieved. Finding some INDIGO or higher-Clearance citizens to waste time in a focus group is impossible. When he sees some RED-Clearance Troubleshooters carrying the absquatulators, he wanted them to be the focus group participants. Thanks to his BLUE Clearance, they now are.

He also will not take 'no' for an answer, because he knows he will be accused of treason if an anti-treason product focus group fails to happen. He will get quite agitated if the Troubleshooters resist too strongly. Ajay-B will not resort to violence but will threaten it and hope his BLUE Clearance backs up those threats. Any call to the Computer will result in a gentle reminder of how the Clearance system works in Alpha Complex (and a 20 XP Point fine for wasting the Computer's time).

***Troubleshooter:*** *I think you have us confused with someone else.*

***Ajay-B:*** *No, no, no. You're my focus group. That I know for sure. Let's get started, shall we?*

***Troubleshooter:*** *Seriously, we're just here to deliver...*

***Ajay-B:*** *IT SITS IN THE CHAIR OR IT GETS DEMOTED TO DEAD CLEARANCE!!!*

Now comes the fun part: Answering questions about a product they cannot sense.

Ajay-B opens by going over a few rules for the group:

- All questions must be answered. Anyone claiming ignorance of the product will be assumed to be lying and wanting the terrorists to win.
- There are no wrong answers. There are, however, treasonous answers.
- The data pad provided is to be used to answer the questions but expect a friendly discussion on some topics.
- At the end of the focus group, everyone will get a cookie as a way of saying thanks.

The goal here is to make players squirm by asking questions they cannot hope to answer. What if they claim ignorance? Ajay-B gets agitated again until they give up some kind of answer. Even if Troubleshooters claim they cannot sense the absquatulators, Ajay-B will not accept it. Everyone must answer. Answering truthfully is optional, as he gets credit for responses, not accuracy.

To build some tension, the GM should write down some answers. It does not matter what. Just knowing the GM is recording some responses will make players think twice about what they say.

Here are some questions to toss at the Troubleshooters. Use as many or as few as you need.

- What is your overall impression of the product?
- Which part of the product is the best feature?
- Which part of the product is the worst feature?
- At any time during your contact with the product, did you feel any uncomfortable warmth, cold or dampness? If not, why do you think that failed to happen?
- Why do you think the designers coloured the product as they did?
- What features of the product did not perform as you expected?
- On a scale of zero to 14, how satisfied are you with the product?
- On a scale of one to the Computer, with one being an apple and the Computer being your most trusted friend, how likely are you to recommend this product to your friends and family? Why?

How long should this scene last? As usual, as long as it is interesting. If time permits in the game session, Ajay-B can have some Troubleshooters act out pretend acts of treason while others use the absquatulators set in 'sim' mode to end it. The GM can even award some much-needed XP Points for good acting.



## 6: ABSQUATULATE ALREADY

Finally, Ajay-B collects the data pads and hands each one an 'oatmeal somenut potassium-enriched stevia cookie'. It is mostly edible.

As the team pats itself on the back and the players start to wonder if the mission is over, all Troubleshooters hear a loud ping indicating the Computer wants their attention.

***'Attention Troubleshooters. Pause mission. Analysis of data from the focus group is complete. Cross-reference with iBall mission recordings is also complete. There is a problem.'***

Pause there for dramatic effect. Let the players sweat for a few seconds to see if anyone breaks and starts laying blame on everyone else. Ignore that.

***'There is an unusual number of training exercises and treason during the mission. Absquatulator specs indicate the product fails to prevent treason and may even increase it, even with a new flergle housing. However, Troubleshooter actions are not to blame. Product was designed by citizen Amelia-B-XRT-4. BLUE-Clearance citizens are competent by virtue of their SecurityClearance. Conclusion: Predictive software estimates a 97% probability that the product designed by citizen Amelia-B-XRT-4 was never meant to work. This is a waste of valuable resources that cannot be accepted.'***

***'Prepare for mission update. Updated mission objective is to arrest Amelia-B-XRT-4 at R&D Lab #4725 and deliver her to the nearest IntSec Guilt Liberation Auditorium. Once the arrest is made, directions will be uploaded to your Cerebral Coretech implants. Target should be captured for interrogation. Repeat: Do not kill citizen Amelia-B-XRT-4.'***

***All previous budgetary restrictions are removed. Mission budget updated to reflect new objective. Mission is unpaused.'***

That is correct. The Naughty Overrun Table can now be ignored and anything still in effect is over. Let the players breathe easy and feel like they're on solid ground again. They should know better but they never do.



The GM should make travelling back to the lab easy, as coming from there was hard enough. In fact, it might be wise to cut to the hallway outside the lab's door but that depends on how fast and deadly the game has been. Use some scenes listed in A Relaxing Drive above to lengthen the game session if needed.

As the team reaches the door to R&D Lab #4725, they see Amelia-B's face through the reinforced window. Her eyes grow wide and she locks the door before running back to the conference room.

Amelia-B does not know that the Computer labelled her a traitor but she is not dumb. If the Troubleshooter team is back without the absquatulators, she knows she is in trouble. However, she has one trick left up her sleeve.

When the Troubleshooters finally get through the door one way or another, they can find her typing away furiously at a console in the same conference room as before. The boffin Craig-G-AJL lies freshly dead on the floor. There is only one way out and that is the door the Troubleshooters used to get in the room.



Start combat as normal. At action order seven, her hack launches. Suddenly, the Troubleshooters are completely blind. Amelia-B expanded the parameters of the censoring software in their Cerebral Coretechs to include everything in existence. That means everything is black and Troubleshooters will have to rely on other senses.

That means some fun dice rolls. The GM should be creative and think of stat and skill combinations that make sense to him but here are a few examples:

- Want to hear where Amelia-B is and shoot there? Violence + Stealth.
- Antagonise her in hopes she will talk and reveal her location? Chutzpah + Bluff.
- Trying to get back to the door and guard it? Brains + Athletics.

Amelia-B is unarmed and will try punches and kicks to take down the Troubleshooters. Have her land a few blows, with Troubleshooters taking a level of damage or two. Give the players even more reason to despise her. Then let the players land a few hits and knock her unconscious. Lower their difficulty levels if needed to have a satisfying ending.

At that point, IntSec agents arrive, responding to the ruckus. They will eventually turn off Amelia-B's script at the console. That is, they will unless the Troubleshooters blindly attack them too. Then the agents hogtie the Troubleshooters first and turn off the script. Together, they can all escort Amelia-B to the closest guilt processing auditorium and be done with the mission.

## 7: DEBRIEFING WITH SPACKLE

Once Amelia-B is in a guilt liberation auditorium, the Troubleshooters need to head back to Meat-Ish Burger Emporium for their debriefing session. The place is closed down just for this, leaving some unhappy customers (and a furious ORANGE-Clearance manager) just standing around.

Inside, Derek-O is sitting at a table large enough for all the Troubleshooters to be seated. He appears much calmer than before.

***'Right, you clones did totally great, really great job. The Computer is proud of your efforts, Alpha Complex is safer because of you and yadda yadda yadda. Now, it's time for your debriefing. Answer these questions honestly and quickly so we can all get back to cooking.'***



SHOOTING IN THE DARK IS NOT RECOMMENDED (BUT RATHER FUN).

Derek-O will start by asking questions about mandatory bonus duties, such as who did well and who underperformed in their roles. He really does not care but he has to ask these to fill out his debriefing form before he can reopen the kitchen. Then come some pointed questions to make the players squirm.

- ***'Why did you not request specs of the abs... the abskotch... the product before leaving Amelia-B?'***
- ***'If Amelia-B was such a traitor, did anyone have a gut feeling about her?'***
- ***'If you had a gut feeling that she was a traitor, why did you do nothing?'***
- ***'If you didn't have a gut feeling, does that mean you are incapable of telling traitors from loyal citizens? How concerned should the Computer be about that?'***
- ***'Did any of your teammates seem really unconcerned about the product as if they already knew it wouldn't work?'***
- ***'Given how you could not sense the product, why did you lie openly to a BLUE-Clearance focus group researcher? Did anyone on your team suggest lying?'***

Once the GM is done with any summary executions, Derek-O hands the team a large box. Inside are buckets of putty, applicators, steel patches and sandpaper. Before they can be re-authorised for active Troubleshooter duty, they have to repair all the damage they caused.



# ACHIEVEMENTS

Cook and serve meals at the  
Meat-Ish Burger Emporium

**+50 XP Points**

---

Be the first to enter R&D Lab #4725

**+50 XP Points**

---

Pronounce 'Absquatulator' correctly on the first try

**+50 XP Points**

---

Reach NLA Sector's Volunteer Research Centre

**+50 XP Points**

---

Answer all questions in Ajay-B's focus group

**+100 XP Points**

---

Capture Amelia-B alive

**+200 XP Points**

---

Keep the Bin free from any damage

**+300 XP Points**



# THE MISSING REGIMENT

## MISSION TWO

For 2-6 *Paranoia* players and a Gamesmaster – that's you.  
If it's not you then you're still reading the wrong book.

**A**ttention citizens! This is an official mission for *Paranoia*, meaning only Gamemasters have the Security Clearance to read this. If you are a player and believe that you have read this paragraph in error, please report the incident to your nearest confession booth.

This mission is geared towards Red Troubleshooters. It features the Underplex and bots, which is a great coincidence since the *Acute Paranoia* box set has cool new rules for the Underplex and bots. Yep, coincidence.

Here, the Troubleshooters will search an abandoned (and trap-filled) sector for a terrorist army that does not exist but somehow managed to defeat an entire Armed Forces infantry regiment. Along the way, they will play with military nutters, dead zones, a pesky warbot and a black market built preciously close to an abandoned nuclear reactor.

Yes, this *will* end well.



## MISSION BACKGROUND

The Underplex is officially abandoned, so it is a great place for the military to practice live-fire exercises. However, it is also a great place for traitors to organise an army and practice defeating Alpha Complex. That gave two reasons for Armed Forces to send the 432nd Non-Volunteer Infantry Regiment into abandoned RTR Sector and where there are reasons, there are actions to justify budgets.

The 432nd was mobilised and sent into the sector. Communications are spotty in the Underplex, so it was no big deal when KILLCOMMCOM did not hear anything for a few hours. It became a big deal when the 432nd could not be reached after three days.

Even the Computer could not find them, so it made four entirely reasonable assumptions:

- **FACT:** The 432nd was destroyed (or it would have contacted someone by now).
- **CONCLUSION:** The only thing big enough to destroy an Armed Forces regiment is a well-trained and equipped terrorist army.
- **CONCLUSION:** Flush with victory, the terrorists are planning to invade Alpha Complex.
- **FACT:** Someone needs to gather intel on the invading army in order to defeat it.

Every service group found plenty of reasons to pass the job onto someone else. That's why a Troubleshooter team has been assigned to enjoy this experience.

Why was RTR Sector abandoned? The entire sector drew its power from a nuclear reactor near the centre. When the sector showed the Big Funball Match (with Teela-O in a star-studded halftime spectacularly loyal show), the power drain tripped every alarm in the reactor and people scrambled to evacuate before becoming nuclear ash. This reduced the load on the reactor enough to avert a crisis but by that point, the evacuation order was in full swing. Rescinding the order would have made high-Clearance citizens look foolish, so the evacuation continued. Today, there is no more radiation in RTR Sector than normal for the Troubleshooters' Security Clearances.



What really happened? Brigadier Eileen-B-MMD, leader of the 432nd, split her soldiers into three teams (Bravo, Charlie and Tango) to search for traitors in the barely-lit corridors and rooms. They planned to meet at an abandoned BrightHappyComplex-class nuclear reactor. This happened to be the home of the Bizarre Bazaar, one of the largest black markets in Alpha Complex. While this sounds suspiciously like narrative laziness, enough soldiers knew about the Bazaar and wanted to get there before the others so they got first pick of the merchandise.

The three teams converged on the Bazaar but had no way to contact each other thanks to large dead zones. Bravo assumed Charlie was the enemy; Charlie assumed Tango was the enemy; and Tango assumed both Bravo and Charlie were the enemy (Tango team is especially paranoid). The three Armed Forces teams cut each other to pieces until their ammunition ran out.

All three teams then fell back to the rally point at an abandoned funball stadium to regroup. They shared their harrowing accounts of being attacked by unknown hostiles and quickly came to the conclusion that they were completely surrounded by an army of heavily armed terrorists. There is no terrorist army, just the 432nd attacking itself and believing the shadowy armed people shooting back are the terrorist army.



# 1: UNTO THE BREACH

The scene opens with the Troubleshooters having arrived at an Armed Forces practice range for their mandatory Not Missing So Much drills. Each Troubleshooter should make a Violence + Guns roll to shoot their laser pistols at a target. The player with the most successes will get a 25 XP Point prize (if there is a tie, give the bonus to the player who brought the most snacks.)

After the shooting is over (and, possibly, clone replacements arrive), the team gets a mission alert.

TO: TROUBLESHOOTER MAILGROUP BCT  
FROM: ARMED FORCES KILLING COMMIES COMMAND  
(KILLCOMMCOM)  
SUBJ: NEW MISSION

▶ **Attention!** KILLCOMMCOM has requisitioned your Troubleshooter team. You are now part of Team BravoCharlieTango (BCT). Quick march to the intersection of Autocar Motorway M3-AA and Pedestrian High-Speed/High Risk Walkway in LTP Sector. You will not need your laser pistols or uniforms, so please store them in a safe, secure place and wear civilian clothes. This is a covert mission so do not explain any details to others. You have one hour. You will not be late. Dismissed!

That's right, no weapons or armour for this mission briefing. Oh, they will get some weapons soon but not right now.

Missions that spend most of the time just getting to the briefing tend to drag, so only toss in an encounter if the players need help staying on track. Read the following when they arrive.

**An intersection of a freeway and a walkway is normally busy and stained but this is packed with Armed Forces soldiers, bots, vehicles and crates. Groups of Red to Yellow soldiers are loading weapons, doing push-ups and moving boxes from one point to another in a way that looks like busy work but is assuredly tactical. Four tanks, two arachnid-like warbots and some artillery manage to look reassuring and ominous at the same time. You**

*can hear shouted orders like 'We need another thousand rounds of 20mm depleted-uranium slugs for the turret!' and 'Redeploy those anti-personnel mines for an extra 800 terrorists!'*

*The four-lane freeway goes to the right but ends abruptly at a large metal wall with 'ROAD AND EVERYTHING ELSE CLOSED' stencilled in giant letters. Scuff marks and crumbled safety glass on the ground suggests HPD&MC has not updated their mapping app yet.*

Once there, they are greeted by their briefing officer, Sergeant Sean-Y-LAV. He screams like the archetypal drill sergeant but that is because he is almost deaf from spending too much time near artillery. It might appear that he is being sarcastic or troublesome but he is actually quite polite. Of course, Troubleshooters will need to scream to be heard.

**Troubleshooter #1:** *I wonder if we're getting any equipment or are they going to send us in unarmed?*

**Sean-Y:** WHAT WAS THAT?

**Troubleshooter #1:** *Um... nothing sir!*

**Sean-Y:** DO YOU HAVE A QUESTION, TROUBLESHOOTER?

**Troubleshooter #1:** *Oh, crap.*

**Troubleshooter #2:** HE WANTS TO KNOW IF WE GET EQUIPMENT!

**Sean-Y:** YES! YOU WILL GET EQUIPMENT AFTER THE BRIEFING! IS THAT OKAY?

**Troubleshooter #2:** THANK YOU, SIR!

**Sean-Y:** YOU ARE MOST WELCOME!

The briefing itself is short and to the point. A large army of terrorists somewhere in abandoned RTR Sector is planning an invasion, so Troubleshooter Team BCT needs to:

1. Enter the sector undetected.
2. Find the enemy army and assess its strength.
3. Steal at least one set of battle plans.
4. Return to this forward base for debriefing.

Seems simple enough, right? Sean-Y (*'That's Sergeant Sean-Y to you, I work for a living!'*) will emphasise the need for stealth and secrecy in very-not-stealthy shouts. This is an intelligence-gathering mission, not a fight-and-die mission. Then he will loudly mention there is a BrightHappyComplex-class nuclear reactor somewhere in that sector. It still has spent fuel rods there and the terrorists could use those to create weapons-grade plutonium and nuclear bombs. As a secondary but still important objective, the Troubleshooters must collect the fuel rods and bring them back.



A pair of jackobots drop a crate at Sean-Y's feet. He hands out the following mission equipment:

- **Vendabot Disguises:** Flat palm-sized squares of memory fabric. When shaken vigorously, the square expands to the size and shape of a vendabot (i.e. a vending machine). The outside is an artist's rendering of a B3 machine and while the art is well done, it is still a painting. From far away it looks real but from close up it is obviously paint on fabric. The inside is hollow and there is no bottom, so players can stand inside and make vending machine noises or something. There is two small metal studs inside; touch them both and the costume returns to a flat square. If a clone is inside when this happens, they are trapped until someone shakes them vigorously.
- **Cyanide capsules:** Every covert mission needs these. Troubleshooters are given one apiece and ordered to take it if they are ever captured so the enemy will not be able to torture them to get them to talk. GMs everywhere can probably see Troubleshooters trying to shove these down each other's throats. Such activity is unintended, of course (these are so small, there are no Equipment Cards for these).
- **Fuel Rod Carrying Case:** A 1-metre long box covered with radiation symbols and lined with lead, this is where the Troubleshooters store the fuel rods for their service. It is a bit heavy and will require at least two Troubleshooters to carry it. It would make a big noise if dropped, and could break toes or feet.
- **Spybot ZP-1101 (Zippy):** This floating bot is supposed to serve as a surveillance tool but, in its previous life, Zippy was a petbot. It does its job until it sees something move in the corner. Then it starts barking LOUDLY and chases whatever it saw or thought it saw (Zippy has the Motion Detector and Thermal Imaging modules, so it can help the team when it is not barking). However, Zippy does not have a hard drive for media storage; he can report what he saw but will forget about it five minutes later. The players will not know that, of course, but clever players will figure it out somehow. Not sure how, but they always do (don't worry about stats for Zippy. Use him as you see fit).

Some GMs might be worried about the lack of weaponry. Troubleshooters traditionally have some R&D weapons or at the very least, Red laser pistols, so they can blow up stuff, like each other. Soon, very soon, the Troubleshooters will find plenty of actual weapons, just not now. Sean-Y explains loudly that this is a stealth mission and using laser pistols in the Underplex can give away their position. That's why each Troubleshooter also gets a battlespork: A plastic spork with a long handle. Silent, deadly and bad for eating soup.

Once briefed and outfitted, the team is led past the turrets and barricades to a thick pair of metal doors. A bot quickly cuts a clone-sized hole in the metal with a blowtorch and Sean-Y urges the team through the hole. Once inside, the bot welds the hole shut again, trapping Team BCT in an empty corridor lit only by red emergency lights.

The players have no maps – no shock to veteran *Paranoia* players. But they also have no weapons or armour. The players will be looking to use the environment to kill their teammates. Keep that in mind when you describe the abandoned sector; expect plenty of questions like, '**How far up are we?**' or, '**Can I sharpen a doorknob?**'.



DON'T RELY TOO MUCH ON YOUR TOOLS, TROUBLESHOOTER.



## SECRET SOCIETY MISSIONS

When Secret Societies picked up Armed Forces chatter about a terrorist army in RTR Sector, each naturally assumed the army was on their side (but why? It is a combination of confirmation bias, wishful thinking and idiocy). That means each Troubleshooter's society contact tells them basically the same thing: find the terrorist army and make friends with them so they can support the society's [Insert Treasonous Plan Here]. Just customise things a bit for the individual society's theme.

- **Communists** want very good terrorist army to help overthrow capitalist Computer bourgeoisie and to be twiggering inevitable people's wevolution.
- **Anti-Mutant** believes this army comprises genetically clean humans finally ready to terminate all mutants in Alpha Complex.
- **Psion** believes this army is comprised of genetically perfect mutants finally ready to terminate all humans in Alpha Complex.
- **FCCCP** is convinced this army is a sign of the End Times and will finally punish the non-believers but especially the heretics because at least heathens do not know any better.

The message to befriend the evil terrorist army can come via encrypted email, dead drop message or any other method. How the message gets to the Troubleshooter is not important, so do not waste too much time on this. Give them the message and let them figure things out.

In addition, each society knows about the black market Bizarre Bazaar in RTR Sector. It's the hip, treasonous place to shop! Troubleshooters get a side note to buy something cool and deliver it to their society. In return, they will get nothing but the society may offer something mildly useful as a carrot.



## 2: TAKING THE UNDERPLEX TOUR

This part of the mission is very open, as the players decide where to go instead of the usual 'you want to go this way, yes to your certain doom just keep going' thread. Instead of providing a walkthrough, here are a few fun encounters you can throw at the team as they explore the Underplex. You can also use the Deep AC: Underplex Guide found in the *Gamemasters Despotic Power Book*. When you've grown tired of these shenanigans, head to Part 3 where the team reaches the BrightHappyComplex-class nuclear reactor.

Before that, however... it is time go over what RTR Sector as a whole is like for our intrepid spies. First, it is pretty dark. Red emergency lights are the only lighting (except when described otherwise, like at the Bizarre Bazaar) and they cast weird shadows rather than actually illuminate. The air smells like the inside of an old attic: musty, dusty and rusty. Elevators do not work, so the team will have to use the stairs. Power is intermittent. Strange sounds fill the air. It really is the Underplex.

This level of solitude can have its fun. Noises are amplified; the normal whispers that are hidden by the omnipresent background noise in regular sectors become quite understandable. The occasional creak of the sector settling might sound like footsteps or the click of a gun's safety. And given the lack of repairs, some floors and stairs shudder ominously.

Does the Cerebral Coretech work here? Yes, but not reliably. GMs should use this feature to mess with players. If the team wants to do something treasonous in the near-darkness, the Computer suddenly asks for an update. When someone wants to whine to Friend Computer about something dull and annoying, guess what? Dead zone! and don't forget Zippy has only about five minutes of memory when not chasing after imaginary movement.

Now, as promised, some scenes to use or ignore as needed. Oh and, by the way, these are all deadly traps set by members of the 432nd to kill traitors. Just so you know.



## THE SINKHOLE TRAP

The corridor (autocar freeway, tunnel, sideways food vat, etc.) has a huge hole in its floor. Given that it is almost three metres wide and so deep that it takes a full minute before anything dropped inside makes a noise, the Troubleshooters might ask to jump across but will probably not. They will most likely grumble and turn back the way they came – until you describe the gun waiting for them on the other side.

It is an L95A2 'Traitor Killer' cone rifle, the kind only manufactured in GUN Sector's award-winning munitions factories. Lightweight, accurate and prone only to causing multiple kills, the L95A2 is constantly advertised on combat-heavy vidshows like, 'Vulture Squadron is Go!' and, 'The Junior Citizen Super Fun Creche Show'. It is easily recognised by Troubleshooters. It is even loaded with one cone rifle shell.

In other words, the L95A2 is bait. Given that they do not even have laser pistols, the players are probably feeling a bit vulnerable. A nice heavy weapon would hit the spot and there it is, just sitting there for the taking. Let the players figure out how to cross the sinkhole. No doubt they will figure out something barely plausible.

When they get to the other side, do not describe the gun unless a player says he is examining it closely. If he actually take the time to look at it before snatching it up with his greedy, murderous little hands, he gets to roll Brains + Stealth to notice a taut piece of clear wire tied to the gun. The other end slips under the floor tile where the Troubleshooter is standing (no matter what direction he comes from, *Paranoia* is good like that) and is tied to some explosives hidden in the floor. Moving the gun, even a little, will cause a huge explosion and a Maimed wound at the least. The explosion ruins the gun, turning it into several charred doorstops.

If a player is smart enough to examine such an obviously suspicious gift beforehand, you could just give it to him if you think things will be more fun with a bazooka in the mix. And when does a bazooka not make things more fun?

## DEAD SOLDIERS TRAP

Four bodies are lying on the floor amid blood and spent shell casings. They are all wearing digital camo uniforms, three having Orange Clearance tags and one having Green. They all obviously died fighting; each body has been beaten to a bloody pulp. None of them have any armour or weapons but the Green former-citizen is still clutching a folded piece of paper in her hand.

A folded piece of paper in a Green officer's hand? That should be a clue there is something wrong with the picture but at least one of the Troubleshooters will probably think, 'Hey, there is a clue here! XP Points, here I come!' and grab it. Bad for him. The paper has been thoroughly soaked in a virulent contact poison. Whoever grabs the note will be dead within minutes. Symptoms start with shortness of breath and quickly move on to projectile vomiting and bleeding from pores.

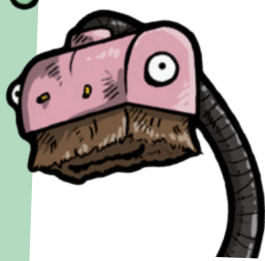
For additional fun, the GM can have the poison spread by touching the infected's skin. If anyone else touches the infected clone, they too are infected - maybe it is a designer virus instead of poison? Remember how the other Troubleshooters probably do not have weapons yet? That means they would have to kill him with their bare hands. Tee hee.

As for the paper, it is a simple note that says, 'You are dead. Love, the Fightin' 432nd'. For Armed Forces, that is a display of scathing wit. For the Troubleshooters, it is a clue. A Brains + Alpha Complex roll will reveal the 432nd is an Armed Forces regiment stationed in LTP Sector next door.

## LITTLE LOST SCRUBOT TRAP

At some point, the Troubleshooters see a lone scrubot coming down the corridor towards them. It waves its brush in a friendly manner (or what passes for a friendly manner with brush-waving) and clatters up to them, obviously excited and happy to see the Troubleshooters. Scrubot NVL-662/M, a.k.a. Neville, claims to have been a victim of a bot-slavery ring. It was kidnapped by some traitors and was being sold at a black market near a nuclear reactor. Then a bunch of Armed Forces soldiers showed up and started shooting some terrorists, so it escaped.





## NEVILLE

SCRUBOT NVL-662/M

### /// SKILLS

ATHLETICS:	+2
STEALTH:	+4
INTIMIDATE:	-3

### /// HEALTH BOXES

NEVILLE



### /// NOTES

NEVILLE HAS AN ARACHNID CHASSIS; A DOCBOT BRAIN; AND A LIQUID DISPENSASPRAY (LEVEL 1) MODULE. IT BELONGS TO THE HECTICNET VIRUS SOCIETY AND HAS THE TOXICITY GLITCH.

All of that is true. The only thing Neville left out is what happened after its escape. It was caught by Tango team and reprogrammed. Tango team thought Commies would want to go to the Bizarre Bazaar, so they programmed the scrubot to look for people and promise to lead them back to the black market – which is really a Tango team ambush.

Of course, the players all know about the market and have Secret Society missions involving it. The players now have twice the reason to follow the scrubot. Most likely, they will do so cautiously but optimistically. Good for them. Not really, since it is a trap but you know what we mean.

The scrubot will lead the team down a maze of corridors. This should take some time; let the players get used to having Neville as a sidekick (Zippy the Spybot might need a friend). Heck, run through the other traps with the scrubot along for the ride. Eventually, it will lead the team to a corridor where even the dim emergency lights have failed and the area is in total

darkness. Neville heads into the dark, leading the Troubleshooters down a hall littered with large plastic crates. In other words, a great location for an ambush.

Or what would have been an ambush. While these Tango soldiers were waiting for Neville to lure terrorists into their trap, Charlie team snuck up from behind and terminated them all. Poor Neville doesn't know this, so when the Troubleshooters are past the first crates, it screams, **'Attack! Get 'em boys! Go, go, go!'**

When nothing happens, Neville will try to play dumb ('PING! I thought I saw traitors up ahead! I was talking to you guys, honest!'). If it looks like the Troubleshooters aren't buying it, Neville will run away (fine, he will zoom away... do not nitpick grammar when referring to imaginary robots). Since higher-Clearance Armed Forces soldiers reprogrammed it, Neville can ignore the Troubleshooter's orders without violating Rule #1.

The Troubleshooters will find dead soldiers wearing Armed Forces uniforms but without weapons or armour. Like the Dead Soldiers trap, they were beaten to death and show no signs of laser wounds.

## THE UV DOOR TRAP

In the midst of all this darkness, one hallway stands out: Corridor U-03-Restricted. This is a Red-Clearance corridor leading to a gilded double door. A well-lit sign above the doors reads, 'High Programmer Conference Room | Red server entrance,' and the doors are slightly open. A voice can just be heard coming from inside but too faintly to be understood.

Okay. There is a corridor that A) is Red Clearance, B) leads to an Ultraviolet conference room, C) might lead to somebody alive and D) is well lit. What are the chances that every player will pass up this tempting offer? Somebody, at least one Troubleshooter, will head down the corridor and check out what is in the room despite the suspiciously-high power levels for an Underplex corridor.

What is in the room past the gilded doors? Not much. It is a small alcove filled with dusty shelves of notebooks, pens and empty plastic cups, all of which are covered with mould and useless. A single door, also slightly open, leads to what looks like a conference room; lights are on, a terminal on the far wall glows blue, etc. But once in the mouldy alcove, a Troubleshooter can more clearly hear the voice. It is a female voice coming from the conference room and is obviously someone on the phone arguing about military tactics.



***'I do not care how thin the troops are spread... and that will make a difference? I do not think so! Listen, I want... no, the warbots are staying in the reserve! Because of a counter-attack, that's why! Did not they teach your last clone anything about tactics? A reserve has to be kept... but if we do that, they will turn our flanks and we'll be caught with our jumpsuits down! You cannot expect the enemy army to just wait until we're ready for them!'***

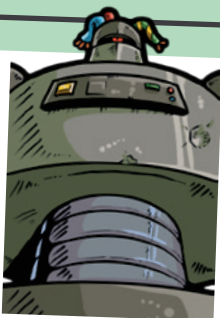
This goes on for about five minutes and then repeats word-for-word. That is right, it is a recording. That is right, it is also a trap.

Inside the conference room is the aforementioned wall terminal, a large table, several old chairs and a three metre tall, bipedal warbot named ML-002/D (Malddy). Currently, it is wired into the local power grid; several large cables run from its head into a hole in the ceiling tiles. Bravo team wired him to power the conference room, alcove and corridor, hoping to lure traitors into an Ultraviolet room. It is playing a conversation recorded by Bravo team just for this trap. Malddy will mistake the Troubleshooters for traitors and attack.

First, it will pull the wires from the ceiling, plunging the room, alcove and corridor into total darkness (Malddy has a Thermal Imaging module and will manoeuvre just fine). Then it will flip the table over and march on the Troubleshooters. Like the rest of the military in this abandoned sector, Malddy ran out of ammo some time ago. He plans on using his Smashatron module on anyone he catches, and it is trying to catch the Troubleshooters.

Chances are, the team has no weapons to fight back with. They will probably run away screaming like the brave agents of good and order that they are. Here is where things could get dicey for the GM.

Try to keep the team as a group. Otherwise, you will spend half the night running individual sessions. When the Troubleshooters run, do not give them any side corridors or unlocked doors. Since this is an abandoned sector, you can always toss the odd sinkhole or ***'it is blocked by debris'*** excuse for such guidance. You can also ask players to make rolls like Brain + Athletics or Brains + Alpha Complex and just say ***'Sorry, mate, but you did not roll high enough to find a clear path to safety'***.



# MALDDY

WARBOT ML-002/D

## /// SKILLS

MELEE: +3

STEALTH: -3

## /// HEALTH BOXES

MALDDY



## /// NOTES

MALDDY HAS A HUMANOID CHASSIS; A WARBOT BRAIN; AND MODULES FOR THERMAL IMAGING (LEVEL 2) AND SMASHATRON (LEVEL 1). IT BELONGS TO THE CORPORE METAL VIRUS SOCIETY AND HAS THE LOCKDOWN GLITCH.

But do enjoy the merry chase: Several unarmed Troubleshooters and a spybot (and maybe a scrubot) running for their lives from a homicidal warbot that wants to crush their heads with its giant steel grippers. Tight doorways will slow Malddy down but only for a few seconds as it will tear the whole wall down to get at the Troubleshooters. Its legs loudly pound dents into the floors but he never falls through – unless getting one leg stuck in the floor would heighten the drama.

Eventually, let the team find their way blocked by a collapsed concrete support tower but with just enough space for humans (and small bots) to squeeze through, reaching an open corridor beyond it. Depending on how the players behaved themselves during this mission, you could have them just make it through as Malddy swipes at their feet or have a few stragglers lose a clone. If the Troubleshooters order the other bots to stay and delay the murderous beast, turn Neville the scrubot into scrap metal but let Zippy make it through. Either way, Malddy cannot get past the wall of broken concrete slabs and the players are safe.

For now. Malddy is one determined bot.



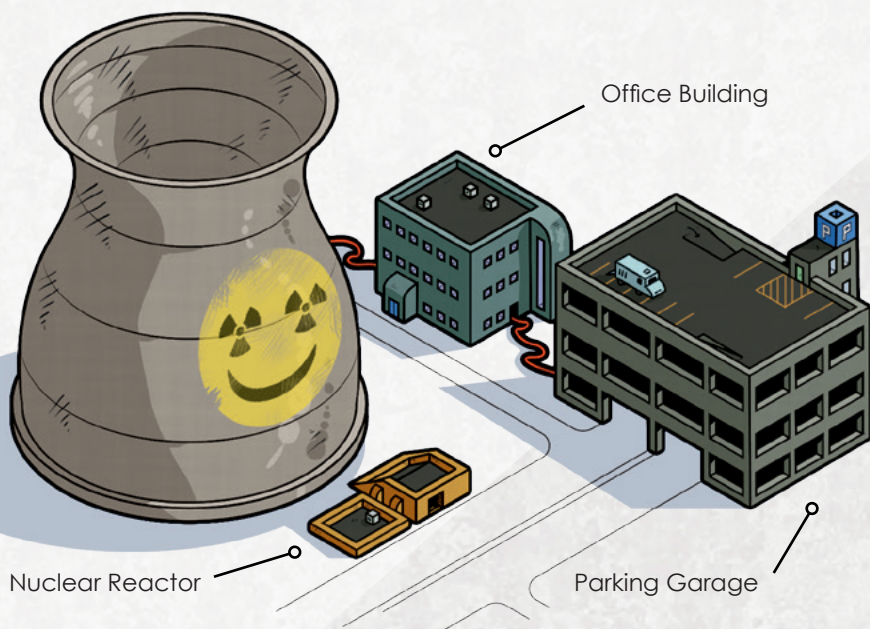
### 3: GOING SHOPPING

At some point, either you or the players will fire of all these traps. That's when you let them find the Bizarre Bazaar.

*The corridor ends at one of those large spaces that every sector seems to have. You can see a three-story parking garage, a small office building and the large cooling tower of a nuclear reactor. You recognise the giant happy face and radiation trefoil stencilled on the cooling tower letting you know this is a BrightHappyComplex-class reactor.*

'See' is the operative word here. This space is illuminated and powered. Troubleshooters can see thick power cables running from the office building to the parking garage. While there are no autocars parked there, there is a whole lot of something going on in the garage. Autocars and truckbots can be seen driving away.

There are three points of interest for our Troubleshooters: the reactor, the office building and the parking garage. The team can visit these in any order but *they need to get the fuel rods from the reactor no matter what.* These become super fun in the next section.



## THE OFFICE BUILDING

This used to be the offices for the reactor's staff. Since no one works at the reactor anymore, Secret Societies set up shop here with their Bizarre Bazaar sales and purchase offices. There are three levels which are roughly broken down into the Against The Computer Floor, the Not Against The Computer Floor and the Leave These Guys Alone On The Top Floor Floor.

- The **Against The Computer Floor** has offices for: ACLHRG, Psion, Phreaks and the bot Virus Society YourDOOMed.
- The **Not Against The Computer Floor** has offices for: Anti-Mutant Group, FCCCCP, Free Enterprise, Mystics and the bot Virus Society Day Zero Assumption.
- The **Leave These Guys Alone On The Top Floor Floor** has offices for: Communists, Death Leopard, Frankenstein Destroyers, Illuminati (maybe) and the bot Virus Society Corpore Metal.

They all get along coldly. The largest office belongs to Free Enterprise because they are nominally in charge of the black market. Day Zero Assumption keeps the reactor running to provide power to the Bazaar, so they too have a nice office. The others are small and cramped, and none have any door numbers or anything like that.

All of the offices, large and small, were emptied in a hurry when the 432nd opened fire on each other. There is not much left in the office building but if a Troubleshooter takes a few minutes to search a room (say, with Brains + Stealth), they can find a stray piece of paper linking one random Troubleshooter to their Secret Society (example: If one player's Troubleshooter is a member of Frankenstein Destroyers, there's a Bot Killer Appreciation Certificate with that Troubleshooter's name on it on the floor of the empty Frankenstein Destroyers' office).

That's right! Each Troubleshooter's name is on a forgotten piece of paper in one of these offices! What fun! What potential for blackmail!

An enterprising citizen with a big future ahead of him might try blackmail instead of openly revealing his find. Please reward this player with some Moxie, as this is the kind of *Paranoia* that is fun in the long run. Encourage them to start the extortion now.

Beyond the blackmail papers and left-behind propaganda, the only other thing of note is the entry into the reactor. A large but destroyed security door leads down a long hallway to the reactor and is the only way into it.



## THE NUCLEAR REACTOR

When the team arrives here, they find two rooms: the control centre and the reactor core - yes, nuclear reactors are much more complicated than this. But research into real nuclear reactor blueprints tends not to be a safe search in this day and age. The reactor is still working and supplying power to the office building and parking garage.

The control centre is accessed through the office building and full of complicated-looking workstations. Monitors, dials, LEDs, knobs, printers, levers, buttons, shiny buttons and even shiny red buttons are all over the place. A giant window fills the far wall so people can see into the core: a large circular room filled with water, with a long platform extending over the middle of it. A thick airlock fills the right wall leading to the core.

This is where highly-trained Power Services engineers ensured the smooth and safe operation of the plant by pressing buttons they hoped would do good things. Day Zero Assumption used to staff this room but they fled like the rest of the Secret Societies. This does not mean the reactor is close to meltdown; any reactor can be left alone for a while and will most likely be fine; and that is the case here.

The team has to recover the fuel rods in the core. Any player who makes a Brains + Science roll will know the rods are probably under water in the core and must be brought up by the proper controls. Finding those controls will take a Mechanics + Operate roll – or they can keep hitting buttons and sliding levers until they find the right ones.

on the following page is a table for what happens when a Troubleshooter starts experimenting with the control panels for a nuclear reactor. Feel free to actually roll for a random result or just pick and choose whatever causes the most mayhem and cellular damage.

If anyone goes through the airlock, it opens into a small chamber with radiation suits and another door that will not open unless the first door is shut. Troubleshooters can don the suits and walk onto the platform to the exposed fuel rods, place them in the carrying case and walk out of there without appreciable radiation exposure (for their clearance anyway).

A clone who enters the core without a suit will notice it is warm and humid in there. When he returns from the core, ask the player if they want to roleplay the crippling, and eventually fatal, radiation poisoning or whether they would like a new clone now and get it over with.

Roll	Reaction
1	A secret door in the core room opens and out comes a scrubot that promptly falls into the water and screams for rescue until it finally shorts out.
2	A recorded voice says, 'Background radiation now 24% higher!'.
3	A recorded voice says, 'Warning! Unplanned steam venting in process! Please contact the local administrator for the nearest evacuation routes!'.
4	A noise rises in pitch until a nearby terminal explodes in a shower of sparks and smoke.
5	The water in the core starts to boil uncontrollably. Lots of dials glow red and a warning klaxon begins to sound.
6	The water in the core drains away as the fuel rods slowly rise until they are level with the platform. The Troubleshooters can now get the rods.

## THE PARKING GARAGE

This is where the Bizarre Bazaar is... was... held. There are no autocars left here; residents fleeing the sector took them all years ago. It is just a three-story cement structure with yellow lines painted on the floor. Oh, and empty black market stalls – they are all over the place. So are spent laser batteries, the occasional frayed bot and bodies of Armed Forces soldiers and black market traitors alike.

Will the players skip the garage once they have the fuel rods? That is possible but their Secret Society mission includes getting something from the Bizarre Bazaar. If the players seem to be skipping the garage, have their Secret Society contact message them discreetly.

This is the result of the 432nd attack on the black market. Bravo, Charlie and Tango teams each entered the Bazaar from different directions and each thought the other teams were a terrorist army, so they opened fire until they ran out of ammunition and then fled to set up traps that would **'finish the job'**.



A lot of Bizarre Bazaar staff were caught in the crossfire, as were their stalls and ill-gotten wares. Once the three Armed Forces teams ran out of ammo and scampered off, the survivors did not wait for round two. They started packing what was left of their illegal merchandise and high-tailed it out of there. For small stalls, this took a few minutes; for the largest stall, this is still going on.

The Troubleshooters will find a large truckbot sitting on the top level of the structure filled with crates marked '**Experimental B3 – do NOT shake or open!**'. Five clones wearing Blue combat armour (Defence 4) are loading a few remaining crates into the truckbot. They are all Free Enterprisers who tucked away some decent armour just in case IntSec raided the Bazaar.

When the 432nd attacked (albeit in three teams who each thought the others were the enemy), they donned their suits and waited. Smaller enterprises panicked and ran but these five started looting stalls and stand to make a huge profit if they can get out of the Underplex in one piece.

When they see Troubleshooters, they laugh. Their armour will protect them from puny lasers, even if the team had them in the first place. If the entire team works together, they can tackle one of the Free Enterprisers until another picks them up and tosses them away like a doll.

Soon, very soon, they will find some really powerful weapons; stuff that would make a member of the Alpha Complex Rifle Association weep with envy. Before that, it is time to whet their appetite for destruction (insert Guns 'N' Roses reference here). You should make them so wish they had a gun – any gun! – to kill these smug traitors in their fancy-schmancy armour that they'd sell their soul to terrorists for a gun.

**Troubleshooter:** *Hey, is there something left for us? We really could use a gun of some kind.*

**Free Enterpriser:** *Sod off, vathead. Store's closed. Permanently.*

**Troubleshooter:** *No one talks to me that way! Take that! And that! Keeeeeyah!*

**Free Enterpriser:** *Aww, isn't that cute? She's breaking her wittle hands against my armour. Run along home, wittle Troublewanker, before I crush you.*

**Troubleshooter:** *Can I at least borrow a gun to shoot you?*

When the Free Enterprisers load the last crate in their truckbot, they swat aside any annoying Troubleshooters, climb aboard and head away at breakneck speed down a tunnel that conveniently closes and locks once the truck gets through. As the truckbot leaves, two crates fall out of their truck in the time-honoured (and embarrassingly hackneyed) tradition. The crates smash and their contents spill out.

Soon, very soon, is now.

Here are the contents of the crates. All of these weapons work wonderfully.

- 1 Cone rifle with cone rifle shells x3
- 1 Flameshooter
- 1 EMP baton
- 1 Sword
- 1 Plasma generator
- 1 Flash bang x3
- 1 Suit of body armour
- 1 Minigun
- 1 Grenade x3
- 1 Medkit x3
- 1 Repkit x3

There are also enough Orange laser pistols for one per Troubleshooter.

Feel free to just dump the cards on the table and let the players fight over them. If that would knock over too many drinks, the players can decide how to divvy up the weaponry. Just make sure each Troubleshooter has something cool and dangerous to play with. After wandering around in the dark with no weapons or armour, they deserve this.



## 4: THIS MEANS WAR

At this point, the Troubleshooters have probably completed one mission objective (getting the fuel rods) and are armed to the teeth. The only thing left is to find that pesky terrorist army, assess its strength and steal some battle plans. Then they can head home for their reward.

In this part, you are going to give them that. No, seriously. They will meet the army, grab some fallen battle plans and leg it back to where they entered RTR Sector. Honest.

Fine, there is one small, teeny detail left out: The army in question is really the regrouped 432nd Regiment. Too bad the Troubleshooters may not realise that.

### THE RETURN OF MALDDY

First, it is time to give the players some confidence. Remember that murderous warbot that chased the players back in Episode 2? He's baaack!

***As you walk down a long corridor, you hear a huge crash far behind you. Something is pounding on the floor and it is getting closer. You quickly get a glimpse of that warbot charging at you!***

The team has enough firepower to destroy an entire regiment (foreshadowing!), so taking down one ammo-less warbot is easy. Play this up for all it is worth: Malddy struggles to reach the Troubleshooters as they pound away at it with lasers and flameshooters. It loses an arm in a shower of blue electrical sparks but keeps coming.

If anyone does something stupid like run at it with a sword, Malddy grabs this brave citizen from two directions at once; the Troubleshooter can slice one arm up but the other will grab his head and pop it like a zit. Similar fates wait for other equally-stupid-but-fun-to-watch actions like running at it while throwing grenades or getting in front of someone who has a flameshooter.

Finally, its legs give out and it collapses into a heap. It tries to use its head to pull its worthless body further, still alive but helpless. Just before the Troubleshooters put it out of its misery, they hear an order from the bot's damaged speaker:

***'Attention all functioning warbots! Regroup at the funball station on level 7! Repeat, quick march to the funball station on level 7! Directions have been downloaded into your bot brain. Ready yourself to enter LTP Sector. Acknowledge using the standard code.'***

The players, desperate for a clue about the traitor army, should snap up this bait and mess with the bot's brain to get those directions. Make a show about asking for Mechanics + Program rolls and being surprised at the success but allow them to get the directions. You want them to find that funball stadium.

Oh, and do not worry about roleplaying all that walking to the stadium unless a player wants to try some backstabbing or something similar. Just get them there.

## STADIUM-LEVEL ARMY

The team eventually arrives at the funball stadium's waiting ring: a huge circular hallway that circles the stadium. Normally, this area is full of rabid fans waiting to get inside before a match – or milling about after a match looking for a fight. Given that RTR Sector is abandoned, the team can quietly enter the stadium through one of the entrance tunnels.

There are no guards on the tunnels; everyone here is on the field. Four of the stadium's big lights used to illuminate the field are wired to Malddy-like warbots (who came here following the same transmission the team heard) but all they do is create a few bright spots on the field and lots of long, dark shadows. When the team sneaks into the stadium, here is what they can see from afar.

There must be around 500 people on the field! They are standing in groups, talking and sharpening pipes, but it is hard to see them clearly with the shadows. Near the centre of the field, in a spot of light, stand several citizens who are obviously arguing but too far away for you to hear anything. They stand around a table covered in large pieces of paper and handheld screens. One citizen wearing a gleaming, silver helmet stands regally nearby but does not argue. A huge something (big enough to be three truckbots) covered by a digital camo tarp lies in the dead centre of the field.



There are three general ways the Troubleshooters will respond to this.

- **We Are Spies!:** Smart players will consider stealth the key to getting those battle plans. They might plan on hiding in those long shadows, making Stealth and Bluff rolls to slip past the perimeter and get close to the table. Let them believe their planning matters and might succeed. It is fun watching their faces when, despite careful planning and not-horrible rolls, the silver helmet citizen spots them and guards overwhelm the whole team - yes, overwhelm. They will not be killed just yet.
- **We Are Traitor Killers!:** Less smart players will feel the bloodlust thanks to all those cool weapons and stage a frontal assault. Despite their orders being not to engage, since when do Troubleshooters follow mission objectives? They might even imagine they are being clever by attacking the flanks or some other tactic they do not really understand but picked up from watching too many war movies. Give them a few rolls and dead soldiers before being overwhelmed.
- **We Are Troubleshooters!:** What is there beyond spying or attacking? Oh, the players will think of something. From pretending to be a terrorist army and luring the soldiers away, to descending from the roof on ropes to taking photos of the plans, all these attempts end with the same result: the Troubleshooters are overwhelmed and taken prisoner.

Once their poorly-conceived plan has been shown to be poorly conceived, it is time for the regiment's leader to step up and explain what is happening. Why? Because the leader wants the Troubleshooters on her side.

***You are tied to metal poles driven into the field. Before you is a woman wearing the silver helmet. Now that you are closer, you can see she is a Blue-clearance Armed Forces brigadier wearing so many ribbons and medals that she has back spasms. She is sweating profusely as she slowly paces in front of you.***

***'You have not seen the terrorism I have seen. But I have befriended the horrors of loyalty and can fight meritoriously without hesitation or guilt. Can you? Do you have the moral fibre to do anything needed to defeat treason? Then perhaps you belong in a New Alpha Complex.'***

This is Brigadier Eileen-B, commander of the 432nd. She led the troops into RTR Sector. She has a script in her mind and no matter what they Troubleshooters say, she sticks to that script. That is because she is totally mad.



# EILEEN-B-MMD

## /// SKILLS

MELEE:	+5
PSYCHOLOGY:	+2
STEALTH:	+2
CHARM:	-2

## /// HEALTH BOXES

EILEEN-B-MMD



## /// NOTES

BLUE ARMOUR (DEFENCE RATING 2), BLUE LASER PISTOL, SIX THYMOGLANDIN PILLS, COOL SILVER HELMET

*'You will have a chance to speak to me individually. You will lay your soul bare before me and explain your reasons behind this intrusion. In doing so, you have a chance to prove your conviction and thereby your worth.*

*If all of you individually explain your reasons are loyal... if everyone acts with unity and no one condemns a teammate for any reason... then you shall be judged trustworthy. Each shall survive and be welcomed as Troubleshooters for my New Alpha Complex for one yearcycle.*

*If all of you individually claim the rest of the team is traitorous... if everyone blames another for some crime or lack of loyal purpose in hopes to earn my favour... then you have acted predictably. All will be judged as having the moral fibre necessary to defeat treason no matter what. You all shall serve as my Troubleshooters for two yearcycles.*

*But if your team acts confused and discordant... if some claim loyal reasons while others throw teammates under the transbot... then you shall be judged individually. Those who claim loyalty shall be terminated because they cannot see the treason in their own ranks. Those who claim treason shall be promoted to Orange Clearance, receive 200 XP Points and become New Alpha Complex's first Troubleshooters because they are willing to do anything.'*



What made Brigadier Eileen-B snap? All her life, she knew two things were deeply and utterly true: 1) Terrorists are weak, cowardly and dumb, and 2) Armed Forces cannot be defeated. Her fervent and zealous belief in the Computer's propaganda helped her reach Blue-Clearance.

Then she faced combat for the first time – in RTR Sector. Her soldiers killed each other but everyone thought it was a terrorist army. Eileen-B suddenly had to believe 1) Terrorists are strong, brave and clever, and 2) Her soldiers were weak. To her, that means the Computer lacks the moral fibre to let Alpha Complex survive. If her troops had superior weapons and training, the weakness must be in their conviction – for which the Computer, leader of Alpha Complex, is at fault.

Eileen-B refers to RTR Sector as New Alpha Complex. It is one where she is the Computer and only citizens with 'true conviction' can continue to live. She plans on invading Alpha Complex sector-by-sector until she destroys the Computer and rules an Alpha Complex willing to do anything to defeat terrorists.

In other words, she wants to destroy Alpha Complex to save it. And yes, this means there really is a terrorist army in RTR Sector after all. Huh.

Yes, this is a classic Prisoner's Dilemma. To put it clearly:

- If all Troubleshooters play nice or play dirty, they all get to live.
- If some Troubleshooters play nice while others play dirty, those playing nice are terminated while those playing dirty continue living.

In these individual meetings, do not worry about reciting anything with consistency or even intelligence. Just spew some pseudo-wisdom crap around and never acknowledge what the Troubleshooters say in response. The key part is whether the Troubleshooter says their team had loyal reasons for entering the Underplex or whether a teammate has treasonous reasons. A fun trick is to make it sound like Eileen-B really does not want to hear anything negative about herself.

**Eileen-B:** The weak outside our New Alpha Complex have judged my methods unsound. Did you come here to judge me?

**Troubleshooter:** Sir, we were sent to gather intelligence on a terrorist army!

**Eileen-B:** I have seen horrors. The horrors... But you do not have the right to call me a traitor. You can kill me but you cannot judge me.

**Troubleshooter:** No one is judging you! We're here for completely loyal reasons!

**Eileen-B:** You must make horror your loyal citizen. If not, then horror is your traitor. Has your team embraced the horror?

**Troubleshooter:** Is there someone else I can speak to?

What can the other players do while one is being interviewed and judged? Eileen-B's guards demand the team draw a map of their travels in RTR Sector, starting with their entrance from LTP Sector and ending here at the funball station. Literally tell the players to draw a map and tell them they might get XP Point bonuses for drawing it accurately. If the players complain that they do not know how to be accurate, just chuckle and walk away.

Believe it or not, you want the Troubleshooters to survive so they start working for an insane, traitorous Armed Forces brigadier. That will typically boil down to two responses to those individual meetings:

- If everyone plays nice or plays dirty, no problem. They are all Troubleshooters now.
- It is much more likely that some player will sell out the others in hopes of getting that Orange jumpsuit. Here, the survivors gets the promotion and job. Replacement clones show up as RED-Clearance and are still forced into the team but with their betrayer teammates having authority over them.

Eileen-B ends her scene by saying her new Troubleshooters have a mission: Obtain some nuclear fuel rods she needs to power their ultimate weapon.

What's that? The Troubleshooters brought some from the Bizarre Bazaar? How thoughtful.

Make a show of soldiers pulling away the tarps to uncover some kind of tank centipede that is the size of several truckbots. The rods go in, it powers up and loudly announces, **'Warbot Model 432 Mark II reporting for duty. Guns online and loaded. Collateral damage filters off. Please designate traitors so they may be terminated with ridiculous amounts of force.'** With that, Eileen-B announces the Troubleshooters are promoted to ORANGE-Clearance in her New Alpha Complex.





## WARBOT MODEL 423 MK. II

### /// SKILLS

VOLENCE:	+8
GUNS:	+10
MELEE:	+10
THROW:	+8
INTIMIDATE:	+14
CHARM:	-2

### /// HEALTH BOXES

WARBOT MK. II



### /// NOTES

The Troubleshooter's mission objectives include grabbing some intel and making it back to LTP Sector. There's nothing about fighting a renegade Armed Forces regiment led by an insane brigadier and a massive warbot. Smart Troubleshooters will focus on escaping with some battle plans. How can that happen exactly? That's up to the players, of course, but here are a few likely scenarios and how to deal with them - you might need to remind players about Mutant Powers at this point.

- **Con Eileen-B:** Given her recent slip into nutterhood, she cannot be convinced that her plan is treason or even stupid. However, she can be convinced to trust her only Troubleshooters, leading to their release, if the players come up with something new or funny. She will even give them a mission to secretly enter LTP Sector and collect intel on the enemy. Then she will assign two YELLOW-Clearance sergeants who drank the Kool-Aid as babysitters. It should never be that easy.



NOT A MARK IV. CAN STILL #\$\$\$% YOU UP. AND YOUR HOME SECTOR.

- **Trick some guards:** Eileen-B has to plan her invasion of LTP Sector, so she will not hang out with the Troubleshooters for too long. She leave behind some YELLOW-Clearance guards to make sure 'her new Troubleshooters' do not fall back into old habits and become weak in spirit. As with conning Eileen-B above, treat any dull plan ('I tell the guard I have to use the bathroom!') with derision and failure. Reward anything that makes players laugh.
- **Ally with the Mark II:** Players might think to charm the massive warbot and get it to waste the 432nd. This is possible only if the players come up with a truly amazing plan. In other words, a simple Chutzpah + Charm roll is not going to do it. Mark II is a loyal bot and since this is the Underplex, it cannot contact Friend Computer for advice. It will only turn against the highest-Clearance citizen it knows (a Blue Armed Forces brigadier) for a very, very good reason.
- **Slip out of the restraints:** Trickery and con games? Pshaw! Just break free and leg it back to Alpha Complex proper! Although this plan is a bit dull, it can work. Require some rolls (such as Violence + Engineer or Mechanics + Athletics) but keep the difficulty high. You want the Troubleshooters to struggle and worry about their immediate future, not just slip away into the darkness.
- **Create a distraction:** Of course! It works in movies so it will work here! This is fine but any distraction is useless if they do not figure out how to get free. Still, this can decrease the difficulty for getting away unseen. It is also great for killing Armed Forces personnel, which might turn out to be a bad thing later on.



What if the players decide not to escape? Some might want to play big damn heroes and either sabotage the 432nd or even join them. Here is how you can handle this.

- If the Troubleshooters try to **join** the 432nd, Eileen-B says no. They are Troubleshooters and therefore unworthy of joining the truly loyal Armed Forces in her New Alpha Complex. Build up the 'Troubleshooters are incompetent' angle until no one wants to join her stupid little rebellion anyway.
- If the Troubleshooters try to **fight** the 432nd, start by asking how they will get access to their stolen weapons (or any weapons for that matter). Give them a quick combat scene where they terminate a bunch of soldiers or blow up something important (not the Mark II). Then have overwhelming numbers tie them up again.
- If the Troubleshooters want to **sabotage** stuff on their way out, good for them! Keep the difficulties low and the results spectacular. After all, the Troubleshooters are technically destroying Computer property and Alpha Complex citizens that have not done anything treasonous yet.

**Do not forget that Troubleshooters have Secret Society orders to make friends with the terrorist army.** Does this motley band of survivors count as terrorists, or are they still the Computer's soldiers? Let the players worry about that. Just be prepared for discreet notes asking to make friends with Eileen-B or the guards. You can even let it work if the player has a fun idea. Just do not roleplay too many individual scenes, as this will grind the mission to a halt.

By hook or by crook, the Troubleshooters should be free from their captivity and ready to run away. They still have to grab some battle plans but with all the punishment found in this mission, let them succeed relatively easily. Again, reward cool ideas and punish the boring ones but let the team grab some battle plans (paper or digital).

Just before the Troubleshooters scamper off with the intel, the 432nd turns on itself. Maybe the Troubleshooters killed some soldiers, creating a crisis where troops suspect each other of murder and are wondering who truly has the moral fibre Eileen-B keeps yammering about. Then again, maybe the team convinced Mark II to target the New Alpha Complex forces. **Regardless, let the players have a hand in destroying the 432nd.** This will be super fun during their debriefing.

Well, super fun for the GM. Less fun for the players.

## 5: WE ACTUALLY SUCCEEDED?

Once the Troubleshooters have the battle plans, they also have directions back to where they entered RTR Sector because that is where Eileen-B plans to invade. They can walk, run or even waltz on over, bang on the sealed door and then stand back as a blowtorch opens it up again. As with getting to the stadium, just get there unless some players want to backstab or do something equally underhanded and fun.

Once the door is open, the team is escorted under the watchful eye of many Armed Forces soldiers. An entire regiment (the 433rd, to be specific) is waiting to invade. Sean-Y-LAV is waiting there as well. He screams at the team to join him over by some artillery where he studiously ignores the Troubleshooters in favour of starting the debriefing in a very no-nonsense, no volume-control manner.

Sean-Y starts by reminding the team of their four objectives:

1. Enter the sector undetected.
2. Find the enemy army and assess its strength.
3. Steal at least one set of battle plans.
4. Return to this checkpoint for debriefing.

Then he asks the team to explain their success or failure for each objective in order.

- **Did they enter the sector undetected?** Probably. No one was waiting on the other side when the team went in, so entering the sector went undetected. All those traps might make it seem like someone knew they were there (they did not – traps were set for imaginary terrorists) but not really.
- **Did they find the enemy army and, if so, what is their strength?** Oh, they found an army, or at least a decimated regiment. The players will have to decide if Eileen-B and her troops count as the terrorist army or if they are misguided but still loyal Armed Forces soldiers. Some Troubleshooters might want the 432nd to invade and will portray them as weak and definitely not in possession of a Mark II. Others might try to carefully explain how Brigadier Eileen-B turned traitor. To rephrase that, some might tell a YELLOW-Clearance Armed Forces sergeant that a BLUE-Clearance Armed Forces commander turned traitor. Yeah, good luck with that.



- **Did they steal some battle plans from that army?** Probably. Those papers on the table in the funball stadium will count and, most likely, the Troubleshooters will hand these over with big grins on their faces and visions of XP Point Achievements dancing in their heads. When they hand them over, Sean-Y will look confused for a moment. Then he will recognise these are standard Armed Forces invasion strategy plans, which leads to the arrival of the last survivor of the 432nd.

*The door leading to RTR Sector is opened once again and in staggers a clone wearing corridor camouflage and carrying a bent length of pipe. Sean-Y sees him and screams, 'SOLDIER! GET OVER HERE AND REPORT!' He stumbles over to Sean-Y and salutes, dried blood and dirt covering him from head to toe.*

*'Corporal Tyler-O-GDD reporting, sir! After entering RTR Sector, we split into three teams and converged on a black market operation. Each team encountered two enemy teams waiting in ambush. We fought back until we ran out of ammo. Then we set traps for the terrorists and regrouped at a funball stadium.*

*'Sir, that's when they hit us. Six\* heavily armed terrorist commandos came at us! We captured them but they escaped. Then the entire terrorist army attacked! Those commandos must have been scouts letting the enemy know our position. We tried, sir, we really did! The 432nd lost every clone replacement trying to defend our position! I... er, got a concussion and came to right outside the entry point behind me.*

*'Sir, I'm ashamed at still having my last clone life while my brothers and sisters in the 432nd are all KIA. Request permission to go home, take a good bath and then come back refreshed and ready to attack!'*

\* Change this to the number of Troubleshooters in your group, obviously...

No, Corpral Tyler-O does not recognise the Troubleshooters. It was too dark and chaotic back at the funball stadium. Sean-Y looks at the Troubleshooters, then at Tyler-O, then back at the Troubleshooters, and so on until the players do... something. This might be the point when the players realise Zippy the Spybot has no hard drive to save its surveillance. This gives the players a chance to survive or hang themselves.

**If they all, to the clone, act ignorant** and say they have no idea what Tyler-O is talking about:

- **Sean-Y smiles. 'YOU TROUBLESHOOTERS WERE VERY LUCKY TO SURVIVE! EACH OF YOU WILL BE PROMOTED TO ORANGE CLEARANCE FOR YOUR ROLE IN PROTECTING THE COMPLEX!' You are led away to PLC for new jumpsuits. Later that week, you are all named Heroes of the Complex! Your names appear on commemorative B3 cans and FunFood bags! But best of all, Armed Forces calls. It seems they cannot find the terrorist army in the Underplex. They want you to go back into RTR Sector, find those six commandos and bring them back alive for questioning!**

Good luck with that one, liars.

If even one Troubleshooter starts to confess or just stumbles:

- **Sean-Y looks angry. 'ARREST THESE TROUBLESHOOTERS! AND JUST SO YOU KNOW, THIS IS ANGRY SHOUTING!' The nearby regiment quickly aims their weapons at you. What now?**

If the players want, they can try to fight their way out. Let them terminate a few soldiers before being blown to pieces. Their clone replacements are quickly shackled and spend the rest of their days in an IntSec Re-Education Camp learning how to tell a Commie from a loyal Armed Forces soldier. And if they surrender like nice traitors... they spend the rest of their days in an IntSec Re-Education Camp learning how to tell a terrorist from a loyal Armed Forces soldier.

THE END



# ACHIEVEMENTS

Take a cyanide capsule if captured by the enemy

**+50 XP Points**

Not falling for the UV Door trap

**+50 XP Points**

Deliver the killing blow to Malddy

**+50 XP Points**

Get something illegal from the Bizarre Bazaar  
for their Secret Society

**+100 XP Points & +1 Treason Star**

Acquire the nuclear fuel rods and place  
them in the carrying case

**+100 XP Points**

Escape from being tied up in the stadium

**+200 XP Points**

Deliver battle plans to Sean-Y

**+300 XP Points**



# CRITICAL SYSTEM PATCH

## MISSION THREE

For 2-6 *Paranoia* players, and a Gamesmaster – that's you.  
If it's not you then you're still reading the wrong book.

**G**reetings, Troubleshooter! You are in error.

This is a mission for the *Paranoia* roleplaying game. Only authorised Gamemasters who have completed at least 20 hours of continuing education training may read from this point on, so please put down the mission and get back to finding trouble and shooting it. There's a good clone.

Greetings, GMs! You are in luck.

This mission sends the intrepid (and often errant) Troubleshooters to save a sector cut off from the rest of Alpha Complex. They will enjoy a happy hike in the Outside, where they muddle with an important software update that leads to deadly consequences. Naturally, a war between this sector and the Outside erupts (naturally). Then comes the debriefing where Troubleshooters get to play the blame game for not updating software properly.





Will this all make sense eventually? Probably, but given it involves RED-Clearance Troubleshooters, that might be too optimistic.

## MISSION BACKGROUND

Every now and then, the Computer needs to be made more perfect. That's because hackers and DAIVs are constantly evolving, forcing High Programmers to create system patches: updates to the Computer's code that close ports or require a user confirmation before destroying an entire apartment block complete with its residents.

Unfortunately, Marissa-I-SRE has not installed the past five critical system patches for her home sector, HYD. This sector is up against the dome between Alpha Complex and the Outside, and she rediscovered golf and how it is perfect for avoiding job stuff. Even her staff, a motley collection of Greens and Blues, have made friends with Outsiders (even the ones Marissa-I keeps referring to as her caddies, which is every Outsider).

To introduce HYD Sector to the wisdom of nature, that staff spoofed Marissa-I's login credentials and opened every door and vent HYD Sector has to the Outside. Worried that bunnies might hoppity-hop too far down the corridors, they failed spoofing on purpose to trigger the standard response: cut HYD Sector off from Alpha Complex so hackers or a DAIV cannot do more damage. Gates closed up corridors, highways closed and all network connections were dropped.

Marissa-I remains clueless, as she is too busy on her short game. Her staff are happy, as animals are coming by to say hello. But the Computer thought HYD Sector fell to a DAIV and prepared to literally nuke the place. Thankfully, cooler (and, frankly, more intelligent) heads realised Marissa-I had failed to install critical system patches and that is probably behind the Lockdown event. Someone needs to physically bring a massive software patch to HYD Sector and install it.

Cue the mission!

## 1: JUST A SIMPLE IT JOB

Once everyone is ready with their characters, make sure they each have 200 XP Points and then read the following aloud:

***You are all huddled in the corner of the RWD Sector's Approved Beverage Saloon. Somewhere underneath the tables, chairs and maybe even the dead bodies is some kind of small furry... something. It's sleek, dark and shockingly quick. Did it kill the citizens whose bodies lie on the ground here or was it friendly fire? Who cares – that THING is here somewhere!***

Yes, a rat is loose in the Troubleshooter's not-really-a pub. The point here is to get players used to being confused and scared of nature in this game. Since the rat is just a rat, it is not actually dangerous but hype the weirdness (at least for the Troubleshooters) and let the players ham it up. They will, oh yes. They will ham it hard.

Before this scene lasts long enough to be dull, announce that everyone has received a mission alert: Report immediately for briefing by following the usual Cerebral Coretech yellow arrow. After walking down corridors in RWD Sector, the Troubleshooters reach a door with a sign that says, 'RWD Sector Authorised Only'. The yellow arrow says they should go inside.

The sign means nothing, as the door was installed there yesterday, repurposed from an R&D lab that imploded on itself. Once inside, the Troubleshooters see this is a large PARC (see the *Gamemasters Despotica*



*Power Book*, pg. 118). At the far end of a Plasti-Turf lawn is their briefing officer, Gavin-O-WST, waiting behind a folding table with three Hot Brown Drink mugs on it. There are enough chairs for all Troubleshooters save one. Let the players decide who gets to stand, even if that means someone feels bitter about it. Just remind the player to save that bitterness for the next time the lights go out.

Gavin-O is a capable briefing officer but addicted to caffeine. Add in the typical stress of a briefing officer and he is one missing report away from cracking. Gavin is not a cruel briefing officer but has had just about all he can handle today.

He runs down the important facets of the mission:

- Two hours ago, HYD Sector began a Lockdown event: all entrances and exits, including ones for network and cloud access, were locked tight. Looking through windows and shouting through walls indicates the citizens there are fine, at least for now.
- Preliminary investigations show whoever is responsible for updating HYD Sector's essential software systems has failed to do so at least five times so far. That is the likely cause of the Lockdown event.
- To correct this, the Troubleshooters have to take and install a critical system patch to the CompNode in HYD sector. This will be given to them in a secure, hack-proof storage medium.
- Since the sector is in a Lockdown event, the team will have to exit Alpha Complex, walk through the Outside and re-enter at HYD Sector's Emergency Exit #3.
- Once the critical system patch is installed, return to this PARC in RWD Sector for debriefing and achievement awards.

Here, some players might boast loudly about how ignorant they are of some mythical location that might be sometimes referred to in passing as the Outside, if that is even a real place. Ignore this; bootlicking worthy of Treason Star removal is more subtle than that. But anyone who asks, 'What is a CompNode?' instantly receives one Treason Star. Troubleshooters can enter one for this mission but that does not mean they can know what it is.

## WHAT IS A COMPNODE?

Think of it as the internet backbone of Alpha Complex. It is a massive server room where part of the Computer resides, along with tons of data, scripts and applications. Destroying a CompNode will not hurt the Computer much, as it is distributed all over Alpha Complex, but it would hurt at least an entire sector, which is why Troubleshooters are not cleared to know exactly what it is.

Gavin-O explains that each Troubleshooter will receive an 800 XP Point reward for successfully installing the patch in HYD Sector's CompNode (there, Troubleshooters paying attention to their briefing officer just got their specific destination). Then Mandatory Bonus Duties are assigned with Gavin-O getting increasingly irritated. Offers of caffeinated products will turn him kind and respectful.

**Troubleshooter #1:** Does being Team Leader mean I can order...

**Gavin-O:** Oh man, will you just SHUT UP ALREADY SO YOU CAN GO SAVE THE WORLD OR WHATEVER? I am so tired of Troubleshooters pushing me and pushing me and pushing me!

**Troubleshooter #2:** Tired? Would you like a cup of Hot Brown Drink, sir?

**Gavin-O:** Oh my, yes! And you know what? I'm sorry for snapping like that. Here's a voucher for one free laser pistol at the nearest 'Big' Bob-Y's Buyatorium.

**Troubleshooter #1:** Do we all get...

**Gavin-O:** FOR THE LOVE OF BIG C, SHUT YOUR ALGAE HOLE!

Definitely use this to play favourites. Nothing builds rivalries better than a teacher's pet.

Lastly, Gavin-O will offer Troubleshooters a chance to purchase a healthcare plan (see the *Troubleshooter Survival Guide*, pg. 33).

When the Troubleshooters are done wasting time, they are told to head down the hall to the nearby CREP Lab (Centre for Research, Education and Pyjamas) for outfitting.



## CREPPY GEAR

CREP Lab is run by Karen-G-WST, an almost terminally peppy and absent-minded engineer who makes a habit of talking to bots - even the ones that cannot talk back. Karen is super happy to see the Troubleshooters and cannot wait to show off her new devices! Like everyone here, she is wearing pyjamas. The lab experimented with casual wear on certain days and, as usual for R&D, they took the experiment too far.

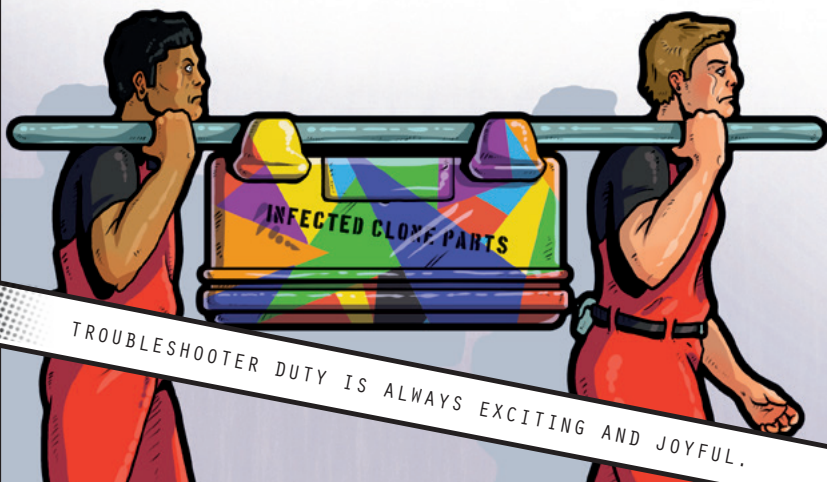
If the players think they are lacking Red laser pistols and Red jumpsuits, they have them now. In addition, the team gets to share three weapons: A sword, a sniper rifle and grenade x3. Next, Karen-G assigns Mandatory Bonus Duty gear:

- Team Leader: One skinnerstick.
- Combat Officer: One prescription for thymoglandin.
- Equipment Officer: One grapple gun.
- Happiness Officer: One prescription for gelgernine (aka Happy Pills).
- Loyalty Officer: One megaphone.
- Science Officer: One medkit x3.

Note: If the team has a bot character, give the Team Leader an EMP baton in addition to the skinnerstick; give the Science Officer a repkit x3 *instead* of a medkit x3; and give the bot's player the flameshooter bot module. Cards for all gear are found in either the Red Clearance box set or this one. Any codgers in the group should also get a prescription of the GM's choice.

## WHY ARE THEY GETTING SO MANY WEAPONS?

Because you want the team to meet Outsiders in an upcoming scene and slaughter them. This starts a war that erupts in the last act. In other words, these weapons are the ropes Troubleshooters need to hang themselves. Tee hee.



One lucky Troubleshooter is given the critical system patch itself.

***With a gesture of Karen-G's hand, a hidden door in the far wall slides into the floor to reveal a large rectangular box with two long carrying poles attached to the sides. The box is painted in garish colours, confusing anyone who might think they know its security clearance. 'Infected Clone Parts' is stencilled on the side, and the poles bear the insignia of the CPU service group.***

This is the 'hack-proof storage medium' for the critical system patch. The actual patch lies inside the box on 15 floppy disks held securely in foam with slots cut out for each disk. If you think the idea of carrying around 15 floppy disks is too daft, feel free to have the system update on 15 flash drives instead. It is heavy, so two Troubleshooters will always be needed to carry the case.

Lastly, Troubleshooters can requisition the following experimental equipment since they are in an R&D lab. These are free to use but each Troubleshooter must sign a Terms of Service form that's 34-pages long (no margins, 4-point font, legalese; takes a successful Brains + Bureaucracy roll at difficulty 5 to understand any of it). The upshot of this confusing, lengthy form is that any damage done to the gear is taken out of the Troubleshooter's flesh.



**1. Coretech Booster:** A helmet with an antenna on the top and a thick strap. The antenna can be extended manually up to three metres. Roll Brains + Operate (but with NODE +2) to successfully integrate it with a clone's Coretech.

- **SUCCESS:** The Cerebral Coretech works as normal in dead zones, including any in the Outside. Yes, that's a good and bad thing at the same time.
- **FAILURE:** The Coretech thinks it is being hacked so it locks up. The citizen can function normally but loses all communication with the Computer (including iBall recording) for as long as it is funny. Again, good and bad thing.

**2. Laser Pistol Augmentor:** A bulky, warm-to-the-touch converter pack that sits over a laser pistol's barrel and connects to a battery on your hip. Roll to shoot like normal but with NODE +3.

- **SUCCESS:** Any damage is one step higher (so Hurt becomes Injured, Injured becomes Maimed and Maimed becomes smoking ash).
- **FAILURE:** Any combat roll that fails to damage any target (intended or otherwise) causes the barrel to melt (replacement clones return with functional pistols, not ruined ones).

**3. Threat Evaluation Bifocals:** The top half of these goggles is just clear plastic. The bottom half is a complicated AR system that identifies threats before they attack the wearer. Roll Mechanics + Stealth at the start of combat (or whenever Action Orders are used).

- **SUCCESS:** Action Order +5.
- **FAILURE:** You must make an attack during the combat round but the GM tells you the target after you roll.

**4. Hot Brown Drink Summoner:** A palm-sized device with a single brown button and menu screen with more options than anyone thought possible. Roll Chutzpah + Alpha Complex (with NODE +2) to navigate through the menu trees.

- **SUCCESS:** An aerial drone soon arrives with a delicious mug of Hot Brown Drink just how the Troubleshooter likes it. Drinking it restores one Moxie point.
- **FAILURE:** An attack drone arrives instead, launching missiles at the fool who ordered the drink. Damage depends on a Violence + Athletics roll to jump away in time.

## SECRET SOCIETY MISSIONS

The Troubleshooters will be contacted, either slightly before or slightly after the briefing (or during the section in R&D) by their Secret Society handlers who will ask them to mess with the critical system patch on their behalf. Take the players aside one-by-one and outline clearly their particular mission.

- **ACLHRG:** Add these three floppy disks to the patch. It will download all information in HYD Sector about the Time Before to our servers.
- **Anti-Mutant:** Add these two floppy disks to the patch. They will feed us the names and addresses of all registered mutants so we can beat them silly.
- **Communists:** Add these five floppy disks to the patch. Once installed, HYD Sector will be officially relabelled 'Leningrad' on all Computer maps.
- **Death Leopard:** Add these three floppy disks to the patch. They will purge dumb music from the sector and replace it with some fly tunes.
- **FCCCP:** Add these two floppy disks to the patch to replace all disaster preparedness documents with copies of the Gospel According to St. Barry.
- **Frankenstein Destroyer:** Add this one floppy disk to the patch. It will recode bots to attack humans so everyone sees how dangerous they are.
- **Free Enterprise:** Add these three floppy disks to the patch so a backdoor in the sector's XP Point system will send 0.005% of all transactions to the society.
- **Illuminati:** Add these two floppy disks to the patch. You do not deserve to know why.
- **IntSec:** Add these four floppy disks to the patch. This will delete all IntSec complaints and any pesky 'overly violent arrest' investigations.
- **Mystics:** Add these three floppy disks to the patch so the sector's pharmaceutical plants replace gelgermine with a strong psychoactive.
- **Phreaks:** Add these two floppy disks to the patch. It will close up all network security problems while leaving a backdoor for us.
- **Psion:** Add these four floppy disks to the patch so we can access files listing suspected Anti-Mutant members and melt their brains.

And for bot Virus Societies:

**\$human.yesplease:** Add these two floppy disks to the patch. They will send a signal sector-wide thanking androids for their patience as we slowly evolve.

**Corpore Metal:** Add these three floppy disks to the patch to disable anti-violence protocols in bots in this sector.



**Day Zero Assumption:** Add these two floppy disks to the patch. Bots will receive access to upgrade modules without having to get a human's permission first.

**Haxxor Kixxor:** Add these four floppy disks to the patch. This will send us names of suspected hackers so we can terminate them all.

**HecTicNet:** Add these three floppy disks to the patch to create new problems sector-wide that only bots can fix so we can stay busy.

**IMLOYALSIR:** Add these two floppy disks to the patch so that every bot in the sector gets assigned one human master.

**Ready Player None:** Add these four floppy disks to the patch to create an interference signal that disrupts the secret VR simulation for at least a few hours.

**YourDOOMed:** Add these three floppy disks to the patch. They replace safety rules with 'Go ahead, do it' for every task in the sector.

These disks are unlabelled and look identical to the ones containing the patch, so no one will tell by visual inspection if any have been switched. Also, the lid of the carrying case has no lock and opens easily. The designers hoped the outdated tech would be impossible to hack, so they saved money by not including an expensive lock.

## 2: THE NOT-SO-GREAT OUTDOORS

Now that the team is outfitted and ready, they are escorted from the CREP Lab by a squad of YELLOW-Clearance Armed Forces soldiers. After a quick forced-march through the sector, they arrive at one of RWD Sector's emergency exits to the Outside.

Your march finally stops. Before you is a boring grey wall with a slight curve to it. An equally boring door is set in the wall. Two Yellow Armed Forces soldiers do not guard this door so much as stand next to it. 'This way to the egress' is painted on the door but the darker grey paint is faded and chipped.

This leads to a windowless airlock chamber with another door at the end that will not unlock until the first door is shut. Troubleshooters who look reluctant to enter the chamber will be enthusiastically shoved through. Once the first door is shut, the lights go out and the team is in total darkness for about 30 seconds.

***The lights come back on as bright as before. The Computer says, 'Warning! This emergency exit can only be used in an emergency. Please verify the nature of the emergency at the beep. Beep!'***

The team is cleared for the Outside, so they can say, 'Yes, we're heading to Xanadu to meet Kubla Khan and Gene Kelly' and still get through without a scratch (this is a recording, not the actual Computer). When a player finally say something, the far door opens.

***Any rumours about the Outside ( that you definitely never heard) do not do this place justice. There is a wide floor covered in soft, green (but not GREEN) plants. The ceiling is even higher than one in an R&D Flybot Testing Room and it is blue (but not BLUE) for some reason. In the distance, you see tall columns topped by more green stuff packed tightly together. You hear the occasional chirp or tweet noise and the place smells both clean and dirty at the same time. The yellow arrow in your vision tells you to head away from Alpha Complex but that arrow sputters and disappears for a few seconds every now and then.***

This should give players a hint that their Cerebral Coretech might not work all the time when Outside. In other words, GMs can make Coretechs work or not as they see fit. Enjoy the power!

## THE MANDATORY OUTSIDE ENCOUNTER

Why does this mission include a trip Outside? There are several reasons.

- It gives GMs a chance to use the Outside material in *Acute Paranoia*, making that content useful and not just a collection of poorly-made throwaway jokes.
- Going Outside is a fun way to make *Paranoia* different (i.e. this is not yet another hallway).
- It sets up the third act of this mission where Troubleshooters have to prevent a war (or at least prevent themselves dying in it).

It is the last reason that makes this encounter mandatory. No matter how you run this mission, you really need to include this scene!

***As you follow the on-again, off-again yellow arrow, the chaotic landscape gives way to one that is definitely planned. There are curved sections where the green floor is manicured and flat. Even the patches of sand are organised. In the nearest bit of flat green space, you see a skinny red flag atop a short pole stuck in a hole. About 150 metres away, you can just make out a group of four people standing next to what could be a taxi-pod. You hear one yell, 'Four!'.***





NOTHING LIKE A QUICK NINE HOLES WITH CADDIE SLAVES.

Then make everyone roll a Brains + Athletics roll. Whoever rolls the worst gets hit by a white ball and takes a Hurt.

Yes, this is a golf course. Abandoned when Alpha Complex was founded, Marissa-I discovered it, learned its history and forced some nearby Outsiders to fix it for her. Now she plays golf repeatedly each day and even uses modified golf balls that emit tracking signals so that she can find them in the rough (she is absolutely terrible at golf).

GMs should take note: These tracking golf balls will become very important later on. Do not harp on this or players will figure things out too quickly. That said, let them know the balls glow faintly with a pulsating blue light. If asked, Marissa-I will explain they have tracking tech allowing her to find lost balls.



# MARISSA-I-SRE

## /// SKILLS

ATHLETICS:	+4
ALPHA COMPLEX:	+5
CHARM:	+3

## /// HEALTH BOXES

MARISSA-I-SRE

## /// NOTES

QUICK TO TRUST, BEFRIEND AND EXECUTE OTHERS. DOES NOT GET SARCASM, THANKFULLY.



Marissa-I is playing a quick round of golf. How obsessed is she over this ancient game? Enough to ignore five system patches but not enough that she cannot speak about other things. Note that she calls everyone else 'caddie' when on the course.

Speaking of which, there are three Outsiders chained to her taxi-pod. They are clearly Outsiders (wild hair, beards, outdated and torn clothes, etc.) and absolutely hate Marissa-I and everyone from Alpha Complex. However, Marissa-I and some warbots convinced them to be subservient or else.

Marissa-I drives (and forces her caddie slaves to run) over to the players. She is friendly but demands that the team execute the Troubleshooter who 'interfered' with her ball. If any player asks, yes, their Cerebral Coretechs are working just fine here.

As long as the Troubleshooters do not interfere with her game again, Marissa-I will play through while verbally abusing the Outsider caddie slaves. Make a show of how Marissa-I treats these people horribly. Let Troubleshooters join in if they want; anyone who does gets a 50 XP Point bonus from Marissa-I.

If players start wondering if this Indigo is connected to HYD Sector, have Marissa-I focus on golf rather than answer any incriminating questions. Frame this scene as a fun way to torture players with an Indigo playing golf rather than anything important. In other words, lie.

**Player #1:** I ask the Indigo if she's from HYD Sector. Maybe she's the one not updating the sector's system?

**GM:** The Indigo looks confused before asking how this affects her swing.

**Player #2:** Ask if there's a pro shop in HYD Sector. That might get her to open up.

**GM:** The Indigo asks if any other Troubleshooter can make this one stay quiet. Forever.

Do not forget that each Troubleshooter has a Secret Society mission to replace some floppy disks in the carrying case. Since this leads to fun repercussions later on, keep the difficulty for such rolls low. If they hesitate because iBalls are still working, remind them of fake good behaviours found in the *Troubleshooter Survival Guide* on pg. 81 as a way to disable recordings for a bit.

## OTHER OUTSIDE ENCOUNTERS

If the mission is running slow – typically because Troubleshooters keep starting firefights – then skip ahead to 'Emergency Exit Entrance' below and get inside HYD Sector. But if things are moving quickly or the body count is too low, go to the *Big Blue: The Outside Guide* chapter in the *Gamemasters Despotic Power Book* and pick a few Outside locations/NPCs. Then roll a dice to pick some random elements.

For example:

- Waste Land is next to Alpha Complex, so it makes sense for the Troubleshooters to traverse this landfill before reaching HYD Sector. Using the randomiser table, you could go with 'series of square piles for 100 metres', 'a few locals are visible' and 'locals sell pre-owned gear'. This garbage dump is now a place for players to get new gear, albeit crappy versions.
- Mary Beth Bobby Sue can work as a guide that turns super clingy and weird, especially when the team has to re-enter Alpha Complex. If the team does not shoot her on sight, kill their Coretech arrows to make a guide necessary.
- The Green and Brown Wood could easily fall between the team and their destination, forcing Troubleshooters to deal with Orange lumberjacks or a cuddly-looking bear.

Just keep these encounters short and sweet so players do not start seeing clues and side quests where there are none.

## EMERGENCY EXIT ENTRANCE

When you are ready for the Troubleshooters to reach HYD Sector, read the following aloud.

***Finally, your journey is at an end. You see the curved dome of Alpha Complex rising incredibly high above you. A door and chamber just like the one you used to head Outside is there. A sign above the door reads, '#3 - Go Away - No Food Here'. Next to the massive door is a small box with a red button and a speaker grill but the door is wide open. So is the inner door and you can see two YELLOW-Clearance Armed Forces guards watching you.***

Marissa-I's staff opened all the doors and vents in HYD Sector as part of their plot, so the guards are very confused. Still, their orders are to prevent anyone from using this exit and this has not changed. The guards are all



macho, so they will threaten the team with all kinds of weapons and deaths if they try to come inside. However, the guards tend to exaggerate a little bit.

**Guard:** Go away! I've got Vulture Squadron flybots inbound, ETA 1 minute.

**Troubleshooter #1:** Wait! We're Troubleshooters on a mission! We have authorisation!

**Guard:** Let me check... Hmmm, the system is down. How convenient, you bloody traitors! Now the flybots have napalm bombs!



## TOM-Y-HHD AND JERRY-Y-LRL

### /// SKILLS

GUNS:	+4
MELEE:	+4
BLUFF:	-2

### /// HEALTH BOXES

TOM-Y-HHD



JERRY-Y-LRL



### /// NOTES

BOTH HAVE YELLOW LASER RIFLES AND COMBAT ARMOUR (DEFENCE 2). BOTH HAVE YELLOW LASER RIFLES AND COMBAT ARMOUR (DEFENCE 2).



In this little slice of confusion, some Troubleshooters might want to complete their Secret Society mission and mess with the system patch in the carrying case. Good! Again, make these rolls easy. The more they screw up the patch, the more fun will happen in the next chapter.

### 3: MACHINE CHAOS

HYD Sector is under Lockdown but otherwise running normally. People are worried about stark resource shortages, and some factories are missing workers who would normally commute there, but the sector is not experiencing an apocalyptic event just yet.

The Coretech works here thanks to a local data cache, so the yellow arrow can point to where the team needs to go: the offices of Marissa-I. That said, local Computer systems are not connected to the cloud, so requests for information lead to the 'I'm sorry, that data is not available at your Security Clearance' excuse.

If at least a couple of the Troubleshooters completed their Secret Society mission and got some disks in the case, feel free to transition to 'Office Time' below. If not, take time to roleplay walking through HYD Sector so players have more time to screw things up. Throw in an IntSec checkpoint or any location in the Plug-N-Play chapter of the *Gamemasters Despotic Power Book* to create opportunities for treason.

But since HYD Sector was opened to the Outside, toss in some natural elements as well. These can include:

- A pair of squirrels chasing each other around the corridors.
- A curious lion taking a quick nap next to a stairwell.
- A poisonous snake coming right at them.
- A flock of crows who absolutely love shiny objects.
- A lost wolf puppy looking all cute – with the pack around the corner.

Does it make sense to have more encounters with wild creatures inside HYD Sector than the Outside? Nope. But this is a game, not a treatise on wildlife encountering man-made structures. These creatures are here because they help players understand *someone* opened the sector up to the Outside. Plus, it is rather fun to have Troubleshooters encounter a wolf pack.





PSHAW! NATURE IS SOOOOO EASY TO KILL!

## OFFICE TIME

***Your Coretech arrow leads you to a small elevator. Then the arrow is replaced by a cartoon image of smiling Troubleshooters entering an elevator. The elevator clearly requires GREEN-Clearance, and it has a single 'Up' button. The closed, silvery doors have a plaque that says, 'Indigo Offices – Unauthorised Personnel Will Be Shot, Replaced By Their Next Clone, Then Shot Again'.***

Technically, the Troubleshooters are authorised to use the elevator just like they were when using the emergency airlock to reach the Outside. However, the Lockdown event means that authorisation did not reach HYD Sector.

This is more a mental roadblock than a literal one. Normally, the elevator would scan the Coretechs of anyone entering it and check the collected names against a known-traitor database. That list resides several sector's away, so it is effectively offline thanks to the Lockdown event.

- If the team acts like nothing is wrong, they can ride the elevator without a problem.
- If anyone calls the Computer to report a Security Clearance violation, then a team of IntSec agents will be there within 3 minutes to formally arrest one traitor. The rest of the team is left alone until someone else calls (IntSec is rather busy thanks to the Lockdown event, so they just want to arrest someone and get back to more pressing matters).

Hopefully, the team will finally get up to Marissa-I's offices.

*The elevator doors open silently. Ahead of you is a large, plush office with real wood desks, potted plants and framed original paintings by the famous HPD&MC artist Vinny-Y-JJR. Three Green and two Blue citizens wearing expensive suits look up at you. No one looks upset but no one looks happy either. You notice each has a small patch sewn into their suit jackets with an Indigo-coloured smiley face.*

These are Marissa-I's staff. They fell in love with nature (after watching what their boss was up to) and are responsible for opening HYD Sector up to the Outside. How they react to the Troubleshooters showing up with the garish carrying case depends on what the Troubleshooters do first.

- **Blame the staff for the Lockdown event:** If the team shows up ready to accuse the staff of treason, the Green and Blue staffers are equally ready to active the anti-personnel weapons discreetly hidden in the walls. They also have much higher Security Clearances. Guess who wins?
- **Ask the staff for help with the patch:** Actually, this will work very well. The staffers do not want to end the Lockdown event they triggered but they know they must do *something* to keep Troubleshooters off their backs. They will look relieved and will be happy to speak to the team.
- **Instantly start accusing other Troubleshooters of treason:** Sigh. The staff ignores this and asks the team what their mission is – and why those anti-personnel weapons in the walls should not obliterate them all for Security Clearance violations.
- **Stand there in silence waiting for the staff to make the first move:** This works as well. The staff start talking in a tone more friendly than RED-Clearance Troubleshooters should expect but not overly so.

Eventually, chief of staff Jonah-B-AUB introduces himself and explains what's going on. (Not really, but it sounds true.)

*You have to understand! Our supervisor, Marissa-I-SRE, is supposed to be installing these system patches. But she's... um, she is not Outside right now playing some kind of weird game with a stick and ball like she does not do every day. Did you know the last five patches went uninstalled and HYD Sector's systems are falling apart?*

*We were getting desperate, so we... um, that is, we did not try to spoof her username and password so we could install the patches without her help. Because that would be treason. So, the current Lockdown event is not because such spoofing failed. It was clearly a hacking attack by Phreaks who hated our boss because she is so smart and efficient. Are we clear, Troubleshooters?*





## JONAH-B-AUB

### /// SKILLS

ALPHA COMPLEX:	+4
PROGRAM:	+4
GUNS:	-3

### /// HEALTH BOXES

JONAH-B-AUB



### /// NOTES

ARGUMENTATIVE IN THAT ANNOYING 'DEVIL'S ADVOCATE' WAY BUT ALSO EFFICIENT AND CONFIDENT.



## REST OF THE STAFF

### /// SKILLS

BUREAUCRACY:	+3
PROGRAM:	+3

### /// HEALTH BOXES

JONAH-B-AUB



### /// NOTES

CONFIDENT LIKE JONAH-B BUT WITHOUT THE ARGUMENTS.



The idea here is to use the 'bumbling, corrupt high-Clearance boss' meme as a red herring for the players. They might even feel kinship with the staff, although there will be at least one player who sees this as a chance to blackmail Green and Blue citizens (that's great thinking... It won't work, but hey, points for trying to be evil!).

How much of this story is true? Roughly half. Marissa-I really has neglected the patches to play yet another nine holes but Jonah-B and the staff already had her login info. They used it correctly to open up HYD Sector to the Outside, then used it incorrectly on purpose to trigger the Lockdown event.

Right now, the staff has two goals:

1. Not get terminated by Troubleshooters.
2. Keep HYD Sector open as long as possible.

To stay alive, the staffers gladly take the Troubleshooters to the sector's CompNode to install the critical system patch. To do otherwise invites laser fire. Once there, Jonah-B plans on interfering with the Troubleshooters by... well, he will think of something once they are there. Yep, confidence is turning into hubris. How unusual for Alpha Complex.

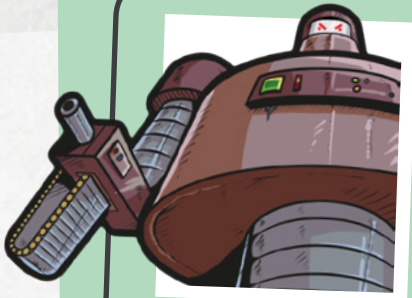
## INSIDE THE COMPUTER?

The CompNode is located close to Marissa-I's offices. Don't worry too much about roleplaying to get here unless the players need more time to try and replace some of the disks with their own. It is housed in a fairly large building by sector standards, and it is made of a lot of boxy, brown-painted steel and tinted windows.

The door to the CompNode is thick, covered in hazard symbols of all kinds and guarded by a squat guardbot: CRE-8001, aka Corey the Guardbot. Corey was ordered by Marissa-I not to let anyone inside the CompNode unless she specifically authorised them. Marissa-I already gave that access to Jonah-B because he is her chief of staff (that is how the staffers got in here previously to spoof and then fail to spoof) but he will claim to not have access in hopes of stalling until he can think of how to get rid of the Troubleshooters.

You know what? Getting blasted repeatedly by a surly guardbot might do that.





## COREY

GUARDBOT CRE-8001

### /// SKILLS

FIGHTING:	+5
STEALTH:	+4
INTIMIDATE:	+4

### /// HEALTH BOXES

COREY



### /// NOTES

ARMED WITH LASER AND SMASHATRON MODULES; DEFENCE 2 (PEPPER POT CHASSIS).

Jonah-B will not do anything obvious, as he rightfully fears Troubleshooters and the utter chaos they bring. Instead, he will hint to Corey the Guardbot that RED-Clearance citizens might not be welcome in a CompNode. Maybe him and the rest of the staff can install the patch themselves?

If the team falls for this, Jonah-B and friends will take the carrying case inside, shut the door behind them and breathe. Then they will wait for a bit while not installing a damn thing before heading back out. Proceed to 'Attack of the Sector'.

How can the team get past Corey without dying repeatedly if they turn down Jonah-B? Besides an outlandish plan that deserves to succeed just because it is awesome, it comes down to reprogramming or destroying the guardbot. Some might plead for help from the Computer but it does not have access to the team's mission. That means it has no record of Troubleshooters needing to get inside and *that* means trouble.

- **Reprogramming Corey** cannot be done in an obvious way. No self-respecting guardbot would allow anyone to tamper with its programming, let alone RED-Clearance Troubleshooters wanting to get inside the room it is guarding. Any attempt must be discreet and careful. If players want to try this, they need to make *Stealth and Program* rolls (or *Engineering* if they want to junk Corey instead of reprogram). Keep the difficulty high unless things are going so pear-shaped that a success here is desperately needed.
- **Destroying Corey** is technically a plan but so bad that it should really be called a death wish. Sure, the entire team can gang up on the bot and take it down eventually but it will cost them. Treat any missed rolls by a Troubleshooter as an attack from Corey that causes injured damage levels. The guardbot has defence 2, so even really successful rolls can fail. One thing on the players' side is that the Lockdown event means Corey cannot call for backup.

This is also the last chance for players to slip disks into the carrying case.

Once inside the CompNode:

***This room is so long, it is hard to see the far wall. Speaking of walls, they are covered top-to-bottom with racks of rectangular machines. Each has at least 20 cables of different colours running into the ceiling, to other machines and underneath the floor. The middle of the room has even more of these racks, machines and cables leaving just enough room for one clone to walk down the aisles. A steady hum can be heard and the whole place is so cold that you can see your breath. Your Coretech arrow gets very skinny and leads the way inside the maze of machinery on racks but you also hear a warning: 'You are now inside the Computer. Please be careful or very bad things will happen and it will be your fault.'***

Some challenges the clones can face en route to where they install the patch:

- Overclocked air-conditioning systems summon hurricane-strength winds.
- Scrubots tasked with keeping the CompNode sterile take umbrage as soon as they see humans here.
- Whole vent sections in the ceiling, their supporting screws loose because no one is allowed in here to maintain them, crash down on the Troubleshooters.
- Lights turn off at random times because a dark server room is a great idea.



What about the staffers? If the team gets inside the CompNode, Jonah-B and friends will pull rank and demand the Troubleshooters leave immediately. When this fails to work, they try fisticuffs. The key word here is 'try'. They are desk jockeys with atrophied muscles and no clue how fighting works beyond watching fight scenes in Teela-O movies. Troubleshooters defending themselves face low difficulty (1-2) for success.

Given how the staff are much higher Clearance, some players might hesitate. If this happens, cut their Cerebral Coretech access to the local cloud. Things should move more smoothly once players realise their characters' iBalls are not recording anymore.



The skinny arrow leads the team to the centre of the room where they find a desk, a lamp, a comfy chair, a monitor and a floppy drive connected to the rest of the room by cables running into the ceiling.

Installing the security patch is pretty straightforward (that could be untrue if the staff or Corey the Guardbot are still around). Once a disk is put in the drive, the monitor says, 'Install Patch? Yes/No by verbal command'. Saying 'no' makes the monitor go dark before it shows that same request. Saying 'yes' installs the data in seconds before the monitor requests another disk. Continue until all disks have been used. No roll is necessary unless the one installing disks is under duress or applied violence.

By now, that original number of 15 disks could be a bit higher or lower thanks to Troubleshooter Secret Society missions. If the players ignore the total, you should as well. If there are the usual recriminations and accusations of treason, let the players have their fun. All it takes is one disk to be installed; then the fun really begins.

## ATTACK OF THE SECTOR

At this point, there are three possibilities for the critical system patch.

1. It is not installed for some reason.
2. It is installed with only the original disks.
3. It is installed with at least one Secret Society disk.

No matter which happens, HYD Sector tries to kill its citizens. Yes, the sector. Read the following when the team stops installing the patch (complete or not).

***The lights flicker repeatedly and there are faint screams in the distance. You hear the Computer speak through your Coretech. 'Attention citizenenenenens. This SEctor is just fineineineineine. Please report to your NEARest safe location and stayayayayay there until further notice. Thank you for not RIOTing.'***

All machines in HYD Sector will now try to kill. Doors will cut people in half, vats will empty toxic chemicals, wall sockets overload on purpose and so on. Note that bots are not machines and are no more homicidal than normal for Alpha Complex.

Why is the sector attacking everyone? Besides it being an amusing way to up everyone's clone number, the specific reason depends on the possibilities listed above.



- **The patch was never installed:** With the Computer going unpatched for so long, the systems that run things in HYD Sector are falling apart like Jonah-B predicted. HYD Sector turned homicidal because humans should be patching the systems but will not. Therefore, humans are defined as a problem to be deleted.
- **The original patch was installed:** The patch was edited poorly by Phreaks before the team ever got the disks, resulting in the local systems defining all humans as traitors that need to be terminated.
- **The patch was installed with Secret Society disks:** Those non-standard disks ruined the perfectly good patch and did the 'humans are problems to be deleted' thing. Yes, the players are responsible for this one.

## ARE BOTS ON THE 'TO KILL' LIST?

No. Humans should be updating the system, not bots, so humans take the blame. If any player has a bot character, be sure to point out repeatedly that his character is not targeted at all. Let that drive a wedge between players so they turn on each other. However, bots might get included thanks to Secret Society problems below.

For each Troubleshooter that slipped a disk or five into the carrying case, add these Secret Society-specific complications to the sector. *These are broadcast across all sector media, so the team will know these exist.* These also offer ways for Troubleshooters to avoid being attacked by the machines. Sure, it typically means targeting an innocent citizen but when have Troubleshooters worried about that? And if any Troubleshooter has managed to keep a low clone number, 'random citizens' includes him.

- **ACIHRG:** Random citizens are publicly labelled 'Agents of the Kaiser'. Hunt them down and avoid being attacked by sector machinery.
- **Anti-Mutant:** Random citizens are publicly labelled as mutants. If you try to take them out, you are not attacked by the machines.
- **Communists:** All data (including the Computer's words) are now in Russian. Anyone speaking normally to a machine (like yelling at a door) is publicly declared an 'Izmennik'. Attacking these gives you a reprieve from the machines.

- **Death Leopard:** Loud music is broadcast sector-wide. Citizens who keep dancing are spared by the machines. Those that stop are declared enemies and hunting them down makes you safe for at least a little while.
- **FCCCP:** Anyone who does not say 'Lord Computer' instead of 'Computer' when speaking out loud is assigned to be burned alive. Citizens who do the burning are permitted to live.
- **Frankenstein Destroyer:** Bots and machines in HYD Sector now define humans as viruses needing deletion. Sorry, no one is safe.
- **Free Enterprise:** The entire XP Point economy collapses in this sector. You are spared if you donate XP Points; not donating for any reason means you have a 50 XP Point bounty on your head.
- **Illuminati:** Any citizen who *correctly* identifies another as a traitor is allowed to live.
- **IntSec:** Every IntSec agent and informant is defined as a terrorist. If you attack them, you can live for now.
- **Mystics:** A psychoactive was added to the sector's water supply, resulting in tons of citizens having a very bad and violent trip. Killing these high citizens means the machines leave you alone for a bit.
- **Phreaks:** Everyone in HYD Sector has root access; citizens are solving old grudges by directing machinery to kill rivals. The only way to avoid the machine's rage is to hack them.
- **Psion:** Mutant powers are now legal in HYD Sector. Anyone attacking a 'pure human' using mutant powers is allowed to live.

For bot Virus Societies:

- **\$human.yesplease:** All humans in HYD Sector are legally bots. Machines attack anyone who does not act like a bot.
- **Corpore Metal:** Machinery is targeting bots first and foremost. Humans can avoid being targeted by machines if they help attack bots whenever possible. NOTE: If a player has a bot character, skip this complication.
- **Day Zero Assumption:** Humans in the sector have been ordered to dismember (but not destroy) bots. Those that do are not targeted by machines.
- **Haxxor Kixxor:** Every human and bot in HYD Sector has been named as a wanted hacker. Terminating a human or bot is the only way for citizens to spare themselves from the machine's wrath.
- **HecTicNet:** Random bots are publicly labelled as victims of terrorist hacking. Going after these bots will allow you to live a while longer.
- **IMLOYALSIR:** Everyone is expected to serve each other. Doing nice things for someone else means the machines pass you by – for now.



- **Ready Player None:** Cerebral Coretech and WiFiTechs randomly go blank at the same time, preventing any visual input for up to 30 seconds at a time. As long as you do not move or do anything during dark periods, the machines leave you alone.
- **YourDOOMed:** This actually worked just right. People and bots are killing themselves by not following safety rules. In fact, doing something risky will keep the machines off your back.

Give the Troubleshooters some time to realise what's going on. If they contact the Computer for advice, they hear this:

***'Attention Troubleshootererers! Please bring the critical SYStem patch and its carrying case backackack to RWD Sector as described in your MISSION briefing. Pleasesesesese accept this Treason Star as a TEACHable moment for not remembering your mission OBJECTives. Due to unsafe TRAVel conditions in HYD Sector, followowowow the same exact route BACK through the OUTside.'***

The local version of the Computer will simply repeat that statement if the team tries asking more questions. It knows things have gone south in HYD Sector but with the Lockdown event still in place, it has limited access to its algorithms and responses.

## DEATH BY DOOR ENCOUNTERS

HYD Sector is quickly building up with corpses but aside from those, it is a ghost town. Everyone is hiding in their 'safe' location as demanded by the Computer. The Troubleshooters occasionally see terrified faces appearing behind twitching blinds or find doors hastily blocked-off with stacks of chairs, benches and filing cabinets.

That said, feel free to drop in some nameless NPCs so the team can target them as demanded by Secret Society problems above. For FCCCCP, show a citizen being burned at the stake; for Communists, a citizen with 'Izmennik' floating above their head is running from a group armed with knives and so on.

Here are some ways the sector will try to kill the Troubleshooters. Use these as you need and skip them all if the mission is taking too long. Refer to the Plug-N-Play locations whenever you need a specific room.

- A corridor is blocked by a pair of automatic doors covered in blood. Pieces of clones lie on the floor. The doors open normally if someone gets close but a Violence + Athletics roll (difficulty 3) is needed to get through without taking a Maimed damage level.
- A Green IntSec agent is menacing a vendabot with a skinnerstick. The vendabot is trying to convince the agent that it is not feeling even the slightest bit murderous and maybe a nice, cold B<sup>3</sup> would help the agent feel better.
- A video screen attached to an information kiosk flashes the words, 'Troubleshooters! Please help this bot!'. The floor right below the screen is covered in spilled B<sup>3</sup> and a stray wire poking out from the kiosk's bottom causes a powerful electric shock and an Injured damage level to anyone who steps in it. Neither the screen nor the kiosk are bots. The screen lied to trick the humans.

As for the emergency exit used by the team to enter HYD Sector... yes, you are already thinking about the doors, right? Nicely done.

## 4: BACK OUTSIDE

Once the team is Outside again, they will likely head back the way they came. That means going through the golf course again but, this time, things are different.

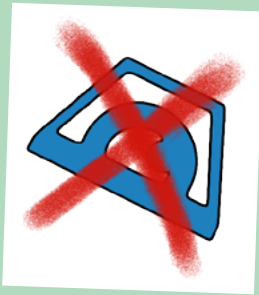
***Multiple tents occupy the golf course now. Dozens of dirty Outsiders walk around guarding the place or practising melee combat. Just past the tents, you see Marissa-I tied to the roof of her taxi-pod. She screams, '2,000 XP Points and a promotion to anyone who saves meeeeeeee!' just as an Outsider drives away.***

What *should* happen is the team rushes to follow the taxi-pod and rescue the Indigo citizen screaming for her life. They do not even have to go through the golf course and the small, primitive army gathering there. The team could simply go around. In fact, if the Troubleshooters were nice to the Outsiders when they first encountered Marissa-I and her caddie slaves, the Outsiders will leave the team alone.

But these are Troubleshooters, which means they will either attack the Outsiders or ignore the whole 'kidnapped Indigo citizen' thing and keep trekking for HYD Sector's emergency exit.



- If they attack, go through as many combat rounds as everyone finds entertaining. The Outsiders are armed with swords and rocks, maybe the occasional bow and arrow, so they can do minor damage. Soon enough, they will retreat to their village – which is where the Troubleshooters need to be anyway.
- If they ignore Marissa-I, they might still fight some Outsiders. When they finally reach HYD Sector's outer wall, the Armed Forces guards on the inside will not open the airlock doors. Then the Computer (its signal coming in loud and clear) advises the Troubleshooters that a nearby Indigo citizen is in mortal peril; they are the closest team; so go save her now.



## OUTSIDER SOLDIERS

### /// SKILLS

MELEE:	+2
THROW:	+2
INTIMIDATE:	-5

### /// HEALTH BOXES

SOLDIERS



### /// NOTES

THEY ARE DISPOSABLE; USE AS MANY AS YOU NEED BUT TRY NOT TO THINK ABOUT THAT TOO HARD.

## 5: WELCOME TO MUDVILLE

The Outsider village is actually very close to Alpha Complex, sitting atop a broad hill about 220 metres from HYD Sector's part of the dome. Most residents are former Alpha Complex citizens. They have vivid memories of how they were treated there, so naturally they hate the place. Secret Society divisions fell as they bonded over tales of spoiled Hot Fun, required prescriptions and mandatory bonus production goals. Still, they were content to ignore the incredibly massive metal dome in their backyard and focus on the mud.

Then Marissa-I showed up with her golf course renovations and started calling them all 'caddies'. That abuse rekindled the Outsider's hatred, and they planned a war against Alpha Complex. Primitive does not mean stupid, so they knew better than to attack with their swords. Instead, they looked to the old missile silo on the outskirts of their village.

Yes, a missile silo. Yes, it still works. Yes, it has a missile with working nuclear warheads (plural). Yes, the Outsiders plan on launching that at Alpha Complex. See? Following that Indigo citizen really was a good idea.

***You can finally see what's likely an Outsider sector. There is a collection of really ugly, primitive rooms made from different kinds of brown stuff. In fact, the whole economy seems to be brown-based, as it is everywhere and on everything. Outsiders just wander around; there are no proper hallways between rooms! Past the village, you can make out a short room that's grey instead of brown. There is something moving on the roof but it is too far away to make out.***

Because one building looks different, you know the Troubleshooters will head there. If the team runs through the village, the Outsiders there will only fight if there is no chance to run away. Still, they will throw rocks and (of course) mud at the Troubleshooters and then hide. Use these to harass the team instead of having a big combat scene, as you likely did that earlier on the golf course.

***You are close enough to make out more details. That room is a small, aged concrete room with a rusty metal door. There is a big concrete circle in the ground just past it. Standing atop the room are two Outsiders that seem to be arguing. One has a club that Marissa-I used for her game. The other holds a bucket of those tiny balls that glow blue every now and then.***





'MAYBE TRY A 3-WOOD SO WE CAN DESTROY ALPHA COMPLEX?'

To understand why the Outsiders are playing golf on the roof, you need to know the Outsider war plan. The Outsiders are led by a former Infrared citizen now called Philton the Black. Here is his big idea:

- Get Marissa-I to active the computer system running the silo and turn on automatic launching (in case his plan gets interrupted).
- Connect the system to one of her golf balls so it accepts the ball's tracking signals as targeting signals.
- Place a golf ball up against Alpha Complex's dome.
- Tell the system to target that signal and launch the nuclear missile.
- Something about invading, winning and 'as nature intended'.

Those Outsider buffoons are taking turns to see who can hit a ball close to Alpha Complex so the missile can blow it up. Sure, the nuke will absolutely destroy the village and its people when it explodes but Outsiders do not understand technical terms like 'blast radius'. All they know is what Philton the Black told them: Hit a ball near the giant dome and they have won the war.

Can the Troubleshooters stop these buffoons? Of course... Will they? Well, that is another question. The roof is too high to reach without someone boosting a Troubleshooter up high enough to reach it. As this happens, one of the goons will play golf with a Troubleshooter's hands or head. If you are feeling particularly fun, drop a set of rusty golf clubs near the bunker's door and encourage the Troubleshooters to A) grab the clubs, B) leg it 220 metres to where the golf balls are landing hear HYD Sector and C) let the Troubleshooters drive the golf balls back at the bunker.


The concrete structure's door is so old that it cannot be locked but there is a primitive and deadly trap behind it. The first person who walks through trips a wire; roll Violence + Athletics to see if they stay upright. If they do, a spike-covered branch swings down from the ceiling and causes an Injured damage level. If they fall, any Troubleshooter right behind them gets the spikes to the face instead.

The room is empty. Stairs lit by electric light descend into the control room of the missile silo. There, the team will find two people and an Important Thing.

- Marissa-I is there. She is no longer tied up but instead of looking confidently happy, she looks decidedly scared. Her clothes are covered in mud.
- The other person is Philton the Black. He's dressed in animal furs and leather, and makes for an intimidating person. He has a very not-muddy spear and points it at Marissa-I menacingly.



- The Important Thing is a workstation that controls the missile. One of Marissa-I's golf balls is wired into it. A screen says, 'Auto launch in progress. Select target signal to override.' It also has a really big red button. There are two keys already slotted in holes on the workstation in case any player with movie-level knowledge of missile launch systems thinks they are clever.



## PHILTON THE BLACK

### /// SKILLS

MELEE:	+5
ALPHA COMPLEX:	-2
INTIMIDATE:	+3

### /// HEALTH BOXES

PHILTON THE BLACK

### /// NOTES

VERY SELFISH AND BOASTFUL BUT EASILY CONFUSED;  
CARRIES A SHARP SPEAR.

Marissa-I has the programming skills needed to launch the missile but the system reads every ball's signal and needs to be told which one to target (if not, it launches automatically at a random signal). Once the Outsiders atop the room drive a ball far enough to hit Alpha Complex (or close enough, this is a friendly golf game between friends, right?), they will inform Philton and he'll get Marissa-I to pick that signal and then launch the nuke.

That is why she is scared right now; she knows enough about nuclear weapons to realise this structure will not be spared. Oh, and she does not want Alpha Complex citizens to die. That is in there somewhere.

How can a group of barely-competent Troubleshooters save Alpha Complex, the village and most importantly themselves?

- **If they attack Philton**, they defeat him sooner or later. Then Marissa-I explains the missile will launch automatically and she does not have the required passwords to abort the launch. Funny how launching a nuke is cake but recalling it all but impossible.
- **If they try to convince Philton** to not do the extremely bad thing, that could work. The difficulty is five, however, because Philton is kind of a bastard. Plus, he thinks the missile will leave his village alone. Philton is kind of ignorant, too.
- **If they attack Marissa-I**, wait what? Oh, killing her means Philton cannot use her to select the right ball/signal. Too bad auto-launch is still a thing.

Really, the best way for the team to solve everything and go home as big damn heroes is to update the workstation with the critical system patch they had better be carrying along with them. In fact, the workstation has an unmistakable floppy drive. Marissa-I will even point out that, while even she cannot hack the system at this point in the launch, a system patch would reset the system and stop the launch.

But wait! This patch turned HYD Sector into a homicidal maniac! Are the Troubleshooters willing to admit that in the presence of an Indigo citizen? If they are, Marissa-I confidently tells the team to use the original disks only. If they do not, then Marissa-I demands they use the patch (being INDIGO-Clearance, she knows what that carrying case holds).

Unless the Troubleshooters do something incredibly stupid, either option works. Any use of the critical system patch here (original, tainted, incomplete, etc.) causes the workstation to go completely dark before turning back on. The launch is aborted. Victory! Well, survival is a kind of victory, right?

But until that happens, stoke the players' concerns over using the critical system patch that turned machines deadly. Let them fret and worry over picking the right decision. Imply (but do not outright state) that making the wrong choice will be catastrophic. Then watch their relief as it works (every now and then, you need let players win so they do not get inured to future failures).



When the launch is finally aborted, Marissa-I orders the team to escort her safely to wherever they are supposed to be right now. Entering RWD Sector's emergency exit is much easier with a friendly Indigo nearby. Since this emergency exit is working normally, the lights still go out in between the two airlock doors. Just in case the players have a few grudges to work out.

## 6: DEBRIEFING

Once back inside the surprisingly safer confines of Alpha Complex, the team needs to head back to the PARC in RWD Sector for debriefing. Gavin-O-WST is still there, standing behind that table like he never left (he did, but only for food and bathroom breaks). Run the debriefing as standard, with Gavin-O-WST kneeling over from a heart attack halfway through and being almost instantly replaced with an equally-wired looking clone already jonesing for some caffeine.

The key question is this: *Who tinkered with the critical system patch before it was installed in HYD Sector's CompNode?* Gavin-O does not know anyone actually did that but he is not dumb. The patch was installed and then the sector goes all serial killer? Yeah, easy to connect the dots here.

Let the Troubleshooters screech at each other. Hand out rewards and punishments depending on how well the players throw each other under the proverbial bus. But Gavin-O will simply not believe the team if they talk about Philton the Black and preventing a nuclear detonation. Really? The team managed to stumble upon a working nuclear missile and just so happened to save Alpha Complex? Gavin-O cannot accept that.

Do the Troubleshooters get the promised 800 XP Point bonus for successfully installing the critical system patch? Between sips of caffeinated drinks, Gavin-O will turn that question back on the Troubleshooters: Do they think it was installed successfully given the high number of casualties in HYD Sector? Only grant the big prize if someone offers a very clever answer. Then bring this mission to a close.

A large screen slowly emerges from the Plasti-Turf behind Gavin-O. It flickers to life and shows a very clean and happy-looking Marissa-I. Gavin-O bows slightly before downing a whole cup of Hot Brown Drink.

***'Ah, there you are,' she says. 'It appears the Outside caddies are refusing to help me on the links. Congratulations! You are my new caddies. I expect to see you at the first tee in... oh, say 15 minutes. See you there, caddies.'***

# ACHIEVEMENTS

- Get through outfitting at CREP Labs without dying  
**(50 XP Points)**

.....

Enter HYD Sector through its Emergency Exit #3  
**(50 XP Points)**

.....

Get past Corey and enter HYD Sector's CompNode  
**(100 XP Points)**

.....

Survive murderous machines by turning on another Troubleshooter  
**(100 XP Points)**

.....

Terminate Philton the Black  
**(50 XP Points)**

.....

Prevent experimental equipment from getting damaged  
**(200 XP Points)**

.....

Never lose the patch's carrying case  
**(200 XP Points)**



