

# Just Because you're Paranoid...

By Robert Jung

From [Electric-Escape.net](http://Electric-Escape.net)

Formatting and Editing by Nick "Foghorn" Leghorn

## Premise

A team of loyal low-level Troubleshooters (the players) are selected by The Computer for a series of sensitive missions. They are issued vague orders involving sneaking into the private residences of high-level citizens, heavily-armed laboratories, and other Places That Troubleshooters Should Not Tread. If and when they are caught, no record of their orders can be found, the citizens who they received instructions from do not exist, and all of their actions are disavowed at all levels.

Will the players survive long enough to know what's going on? Can they figure out who's manipulating them and uncover the traitor? Or will they simply end up as so many red smears along the corridors of Alpha Complex?

## What's Really Going On

A recent mishap has resulted in the untimely death of one of Alpha Complex's Ultraviolet citizens. The Computer, in its infinite wisdom, has decided to promote one of its Violet citizens to fill the vacancy. It has narrowed the choice of candidates to five names, but is unable to pick one as all are equally qualified. It decides, then, to covertly observe the five, until enough signs appear that one is better than the others.

One of the five candidates has found out about this state of affairs and has decided to frame the other four in order to assure that he gets the promotion. Using falsified Troubleshooter mission orders, he gets the players to do his dirty work, planting treasonous items and setting the other Violets in compromising situations.

The players may botch their first assignment; they will definitely botch the second one. When captured, they will be left unspoken for, and realize that they're being manipulated. Subsequent events will end up with the players freed, fugitives wanted by The Computer for treason. They will realize that their only hope for survival is to find the Violet who manipulated them and clear their names. Of course, with the whole of Alpha Complex on their tails and an armed and dangerous violet ahead of them, the players will either exonerate themselves or die trying.

This adventure is full of classic *Paranoia* setups. Initially, the players are jerked around for reasons unknown with no way to refuse. Once caught, the players are hosed again as they realize that they've been set up and lied to, and once on the lam, they must work together in order to pull through this crisis. Character rivalries and Secret Society goals can be set up to fuel the character conflicts and make things more ... lively.

## Introduction

### Ladder Climbing in Alpha Complex

In all hierarchies, periodic reviews are used to ensure the best use of resources and the promotion/demotion of personnel. In Alpha Complex, The Computer's latest yearcycle assessment has determined that an additional Ultraviolet-level High Programmer was needed for efficient operations. A search uncovered five Violet citizens for the promotion, but The Computer cannot make a final choice because the candidates are too closely matched. In response, The Computer formulates the following plan: the five clones will be observed; the one who shows the most loyalty (or the least treason) will be promoted.

Ko-V-ERT is the head of Warbots Development in Alpha Complex, and one of the five citizens under consideration. Key to his meteoric rise in the Alpha Complex hierarchy is a secret and illegal data tap into The Computer's memory. Through this, he learns of the competition for the Ultraviolet position, and decides to win it at all costs. His plan is to make The Computer suspicious of the others by framing them as potential traitors while keeping himself spotlessly clean. Naturally, he'll need agents to carry out his schemes; his idea is to fool an unsuspecting Troubleshooter team to do his dirty work under the guise of a secret mission.

Guess who Ko-V-ERT's gonna pick?

### 31 Flavors

Once upon a time, there was one way to play *Paranoia*. You had the ever-present Computer, you had players getting into trouble, and you had situations to turn them into fine yellow sprays. Then came the twists and turns from West End Games that sent players and GameMasters into a tailspin. Secret Societies warred, The Computer crashed, Troubleshooters were zapped through time, Simplexes arose, The Computer returned, so on and so forth. While this is good for variety, it's a nightmare for an adventure-writer, who's going to leave some groups out no matter what scenario he writes.

Technically speaking, this adventure runs under the Second Edition *Paranoia* rules, and is set in "ReBoot Alpha": The Computer has returned and is saving loyal citizens from the evils of Alpha Base, Alpha City, and numerous other factions (this is all well documented in *The Paranoia Sourcebook* by West End Games). The players are cast as Troubleshooters in service to The Computer.

Since I am personally partial to *Paranoia* Classic (the original is still the best), this adventure will easily fit into a pre-Crashed, pre-ReBoot background. With a little more work, the adventure can be refitted for an Alpha Base scenario, with the players as freedom-fighters fending off the digital dictator.

Anything else is out of my hands. If you're running a campaign where players are communist Vulture Warriors in Alpha State time-traveling through Dimension X, or your crowd consists of

cyborged players co-habiting with mutants in the depths of Alpha, you've got a lot of work ahead if you want to use this adventure. I'd love to cover all the variants, but I do have limits.

### *Changes for Other Backgrounds*

*Paranoia* Classic: Almost no changes are needed. There are occasional references to post-Crash events or groups, but those can be easily changed to pre-Crash situations. Alpha Base: Most of the situations can be transposed intact. The only major changes are to turn Ko-V-ERT's Ultraviolet promotion into a spot on the Council, and to make the player character Vide-O-GME a spy for the Conciliator Secret Society instead of an IntSec agent. Most of the other changes are minor, and should be obvious; significant changes will be noted in the text. Alpha City: Yeah, right. You're running a campaign in than antiseptic haven? Everything in Alpha Base is perfect, harmonized, and boring. Put this away and play Bridge instead.

### *Pregenerated Characters*

As with any good *Paranoia* adventure, six pre-generated characters have been included for your trouble-shooting pleasure, each finely tuned to produce the most amount of irritation and suspicion among your players. If you'd rather throw out all the hard work and use your own characters, go ahead; just be warned that some details will need to be refined for your characters' backgrounds, secret societies, and allegiances.

## **Adventure Summary**

- Episode 1 - The players are herded off to a mission briefing. There they are given vague orders, random bits of R&D equipment, assorted supplies, halfhearted reassurances, and no answers. In other words, it's a typical Troubleshooter briefing.
- Episode 2 - The players break into the residence of a Violet citizen to plant treasonous items. They have to deal with mismatched maps, security bots, alarm systems, and other fun stuff.
- Episode 3 - The players stage and record a "payoff" to another Violet citizen. They may succeed and get good reviews, or they may fail and get shot at. Either way, they get captured.
- Episode 4 - During interrogation, the players find out that everything they knew was wrong, and that they're to fry for high treason. A set of lucky breaks end with an escape for the players.
- Episode 5 - On the lam, the players realize that their only hope is to find the clone who set them up. Maybe they can stop shooting at each other long enough to figure out who he is. Maybe not.
- Episode 6 - The players face off against Ko-V-ERT and try to make him answer for his crimes. The appearance of the mysterious and dangerous R-Bots ensure the situation is explosive.
- Episode 7 - Everything left over from the first six episodes is sorted out, one way or another. Traitors get shot. Survivors get commendations and promotions. Or they get shot, too. You decide.

# Episode 1: Hit the Road

---

## Episode Summary

The players are dragged into a web of deceit and lies. Being longtime residents of Alpha Complex, they won't notice a thing.

## Encounter One: All That You Can Be

Read the following out loud:

Welcome to another wonderful daycycle in Alpha Complex! You are all sitting in Troubleshooter Headquarters, waiting for an opportunity to serve Your Friend The Computer. It's been slow; aside from the rescue team that had to extract Home-R-DOH from the Bouncy Bubble Beverage machine 45 minutes ago, nothing else has happened.

Ask the players if they want to do anything. Nothing really matters here, but feel free to hand out some of the random rumors (see sidebar) if the chance occurs.

### *Game Stuff: Random Rumors*

Give them out, or don't. Mix and match. Make up your own. The straight dope for each rumor is given at the end.

- The commies are testing out a secret gas that turns ordinary clones into slobbering, fanged, three-eyed mutant freaks! Don't go crawling in air vents. (False)
- The Computer's going to pick a Red clone who's shown the most loyal service and make him an Ultraviolet! Be on your best behavior! (Close enough to the truth. Find who started this rumor and shoot him)
- They say the Computer is planting hidden cameras in scrubots so it can better watch for treason. (True? False? Who knows?)
- A whole bunch of weapons were stolen from an Armed Forces cache, and The Computer's now looking for unlicensed gear. (Close, but not quite)
- The new Model XL Warbots have a bug -- if you say "Can't touch this!", they'll obey your orders! (False, but watch someone try it)
- Some nut in PURGE is sending explosives to captured traitors, killing them before The Computer does. (False, but could be true...)

When you're ready to continue, read on:

A gray jackobot enters TSHQ and rolls over to the front desk. You can't hear what's being said, but after a quick chat, the jackobot leaves and the dispatcher calls for you (point to the players). You stop what you're doing and head forward, joining a bunch of shabby-looking clones.

The dispatcher holds out a sealed envelope that reads "Mission JBYP". With a snarl, the dispatcher says, "You clowns are goin' out. Take this and head fer the briefing."

If the Troubleshooters want to fight for the envelope, don't discourage them. Inside is a piece of paper that reads "27L/15.3V/67.7H", which are coordinates in the Standard Alpha Positioning System (SAPS). The characters can easily understand the numbers and find the location listed.

*Changes for Alpha Base:* The players are unemployed clones who are recruited by the jackobot, which claims to be speaking for the Council. Offer them lots of credits for completing the assignment; when they agree, give them the coordinates.

## **Encounter Two: It's Off to Work We Go**

The players should find the rendezvous point easily. If they want to sneak off for Secret Society contacts or bathroom breaks, let them -- give them some random rumors or Secret Society missions as appropriate. If you want to complicate their trip with random encounters, go ahead.

### *Game Stuff: Secret Society Missions*

The following are secret society missions and tips for the pregenerated characters. If you're using other characters, you'll need to work your own agendas:

Al-R-GEE (Frankenstein Destroyers): There's a plan to program all the bots to self-destruct. If you come across any computer programming code, steal it! Don't let anyone else get it, either!

Cyke-O-PTH (Psion): Continue to practice your powers in actual conditions. Try using your telekinesis to "borrow" equipment from your teammates.

Kawas-O-CKI (Romantics): Your mission will put you in contact with a pre-Oops combat manual. Steal it or make a copy.

Mark-R-PEN (none): Too straight-laced to join any subversive secret societies. Let him wander in the corridors or something.

Vide-O-GME (Computer Phreaks): Our programming references were lost in a food-vat snafu last weekcycle. If you come across any computer programming code, steal it! Don't let anyone else get it, either!

Watt-R-FAL (Anti-Mutant): KILL CYKE-O! Do it fast before he fries your brain! Try to find out if your other teammates are secretly mutants too, and kill them if they are.

Eventually, though, the party will arrive by the side of an unmarked red building in SUX sector. Once everyone has arrived, a hidden door opens up into inky darkness.

## **Encounter Three: A Clone in the Dark**

When everyone has entered, the door closes behind them. A dim light turns on, and the players find themselves facing a Violet citizen and surrounded by twenty heavily-armed Warbots. The citizen is unfamiliar to them, and the Warbots are a new model that no one has ever seen before. When the time is right, read:

The Violet walks forward. "Welcome, friends. My name is Tee-V-GDE. You have been called to participate in a very sensitive, very secret mission. Only you can save us from the grave danger in our midst.

"Recently, clues have indicated that several high-ranking loyal citizens are actually traitors, working for the heathens of Alpha Base! The evidence is inconclusive, however, and The Computer, in its infinite generosity, cannot persecute them without further reason.

"Your job is to give us that reason."

*Changes for Alpha Base:* The "high-ranking traitors" are supposedly working for The Computer, helping to overthrow the glory of Alpha Base and the Council.

Yes, this is Ko-V-ERT, using the alias Tee-V-GDE. The Warbots are his latest shipment for the Armed Forces, and the building is a warehouse for their storage. In the dim light, though, it easily passes for a mission briefing center.

Ko-V-ERT assures everybody that this is a very secret mission, so they must be very careful and avoid unnecessary communications with The Computer. Since the entire mission is a hoax, what he really wants is for the players to remain unseen and to avoid talking to anyone about their activities. Make them think they're an elite hit squad, like Delta Force or Mission Impossible. Don't overemphasize, however, or people will get suspicious.

He won't give out any more details due to the "sensitive nature" of the situation, but promises that everything will be explained in the end. He'll use Warbots to threaten clones if they get nosy, but will be reluctant to kill anyone. If they get too abusive, snuff 'em.

### *Game Stuff: Yes, We Have Clones Here*

Wait a minute. If the players are working under a fake mission, how do they get clone replacements without being caught?

As it turns out, when the Troubleshooters were first summoned by Ko-V-ERT's jackobot at Headquarters, the dispatcher entered their mission code into The Computer's databases. Now when a request for clone replacements are needed for mission JBYP, The Computer notes that such a mission actually exists, and dutifully sends out clones.

The situation in Alpha Base is almost exactly identical. Amazing coincidence, isn't it?

The bottom line is that the party can radio for clone replacements and get them, but if they ask for more information, they get nothing (an entry exists, but there's no data). The Troubleshooters will think they're being stonewalled, just like a typical mission.

Of course, this free ride ends after Episode 3...

Ko-V-ERT will ask that the Troubleshooters pick a team leader. Encourage the players to act out their characters' roles and quirks -- everyone should hate and distrust someone already.

### **Encounter Four: Factory-Direct**

Once a team leader is chosen, Ko-V-ERT arms the Troubleshooters. They can't go to PL&C or R&D for equipment because the "crisis" requires fast, covert action. Instead, he hands out the following equipment:

- *A sealed envelope.* The SAPS coordinates "18L/31.2V/6.0H" are written on the front. The players are told to go there, then follow the instructions inside.
- *"Soldier of Fort-U-INE" magazine.* While the clones know what magazines are, they have never seen this one before. The title implies that it is a combat dossier of some kind, and it's old and tattered, hinting at how valuable it is. This is actually a mildly-treacherous Old Reckoning artifact that Ko-V-ERT wants planted in Episode 2.
- *Soup-R-SNP Alarm Detector.* This is a small plastic box with an on/off switch and a red light. It can detect if an alarm of any kind is nearby; if there is, the red light strobes quickly and a loud siren sounds -- think air horn here. Great for covert operations, you bet...
- *Smoke bombs.* When thrown, these grenades emit a thick black smoke that covers a five-meter cube. Treat as a Slugthrower Gas/Smoke shell for effects (see the Second Edition rules). A player must make a difficult Endurance roll each turn that he's in the smoke; he falls unconscious if he fails.
- *Plasma torch.* This is a four-inch long metal tube with a single button. When activated, a two-inch long, high-plasma "blade" comes forth. The torch can cut through any known material; treat as 13B damage. It runs out of fuel and/or malfunctions whenever it's convenient.

All of this gear was stolen by Ko-V-ERT, so no instructions are available or given ("You are not cleared for that"). Ko-V-ERT will not let the players open the envelope or test the equipment here; use the Warbots to enforce this order.

Once everything is distributed, herd everyone out and slam the door behind them. If the players want to test their gear or check with assorted contacts, let them. Once they decide to move on, go to the next episode.



# Episode 2: Movin' In

---

## Episode Summary

The Troubleshooters try to break into the home of a Violet-level citizen. They learn why this is a bad idea.

### Encounter One: Missed Directions

The coordinates listed on the envelope from Ko-V-ERT/Tee-V-GDE directs the player to a dank alley between two large buildings in MTE sector. The only feature of note is a round air grill at the player's feet. The envelope contains two pieces of paper ([JBYPE2N1](#) and [JBYPE2N2](#)); hand them to your players.

Looks simple, yes? No room for misinterpretation, yes? Easy enough, yes?

You must be new here.

Knowing the general ineptitude of Troubleshooters, Ko-V-ERT tried to make everything as goof-proof as possible. He gave them clear instructions, armed them with R&D devices that are actually useful, and sent them to break in at a time when he knew everyclone was out at work. Unfortunately, due to a snafu with the office copier, the map is reversed; Walla-V-MTE's quarters are actually in the upper-left corner of the map.

Of course, the players won't know this. They'll open the grill and crawl through the air vents without a second thought. The vents are one meter tall and wide, so all movement, agility, and dexterity rolls will have to be made at one-half.

Fairly soon, they'll find the room indicated, break in ... and realize they're in the wrong place. Maybe personal items have someone else's name on them, or maybe the room is not Violet, but Indigo (it's a mixed residential block). In any case, let the Troubleshooters know they've screwed up.

Maybe they get lucky and head for Walla-V's quarters immediately. More likely, though, they'll panic, then explore the other rooms until they find the right one. To keep things interesting, throw out some of the random encounters listed in the sidebar:

### *Game Stuff: Ventilation Encounters*

*Bots in the Vents.* Even ventilation systems need maintenance. Scrubots clean things, Repairbots fix things, and Guardbots handle vermin. The players will probably first run into a Scrubot or a Repairbot. Guardbots are only sent to investigate problems (like destroyed bots or random explosions). As the PCs destroy Guardbots, more quickly show up to deal with the intruders.

**Scrubots:** Bristle while you work  
Weapons: Bristle brushes (2I): 18  
Armor: Aluminum chassis (I6L6)  
Tactics: Run away when attacked. Report intruders.

**Repairbots:** Keep that air flowing  
Weapons: Multipurpose tool (4I): 14  
Armor: Aluminum chassis (I6L6)  
Tactics: Run away when attacked. Hit attackers with tool. Report intruders.

**Guardbots:** Kill the vent-crawling traitors  
Weapons: Cattle prod (8E): 12  
Violet laser (6L): 14  
Armor: Enforced steel chassis (All9)  
Tactics: Indiscriminately shoot/stun unauthorized non-robotic beings.

*Bugged Rooms.* Trustworthy citizens are quickly exploited and would never survive long enough to live in this dorm. Paranoid residents will have their quarters booby-trapped and/or wired in some form or another. Pick one or more of the following:

**Motion-sensing laser cannons.** Violet lasers that do 9L damage with a skill of 16. Casings give I5 protection.

**Electrified floors.** Does 8E damage to anyone stepping on them. Can be stopped by finding the off switch, or bypassed with insulating materials.

**Doberbot.** Bites for 9I damage with a skill of 12. Sturdy built gives All7 protection.

*Monsters in the Dark.* The Computer may not allow pets in Alpha Complex, but tell that to the critters. Give the players rabies or something.

**Rats:** Large furry cockroaches  
Weapons: Sharp teeth (3I): 16  
Armor: Matted fur (2I)  
Tactics: Attack in large packs. Bite frequently.

**Big Snakes:** Swallow 'em up  
Weapons: Constrict (9C): 8  
Poisonous bite (1I): 14 (If the player fails an Endurance roll, he takes Wounded damage)  
Tactics: Bite victims to knock them out. Squeeze unconscious meals before eating.

**Radioactive ninja hamsters:** They ain't teenagers  
Weapons: Miniature swords (8I): 15, Throwing stars (6P): 11  
Armor: Cotton ghi (I4)  
Tactics: Slice and dice intruders. Retreat when disadvantaged.

*Oops!* Someone in Power Services goofed and accidentally redirected an experimental nerve toxin into the system. Nothing horrible. Just enough to knock a player unconscious for 1-10 turns if he fails an Endurance roll. Sending out some bots or critters while the players are out is unfair, but fun. Or change the contents -- maybe a mild hallucinogen, or a flood of waste water from the reactor (boiling hot and mildly radioactive). Go to town.

*Do Not Disturb.* The party stumbles across a secret society meeting in one of the rooms. Obvious treason! Do they behave like loyal clones and stop the fanatics, or do they turn the other cheek and do nothing? Remember, failure to report treason is treason.

Another twist might be that the society members are using the vents to travel to/from their meeting. An armed firefight in a dark, cramped circulation network sounds like fun to me. And maybe the racket draws some Guardbots (see above) or residence guards (see below) to investigate.

**Secret Society traitor fanatics:** All against us must die  
Mutations: Various  
Secret society: Various (the same for every clone, of course)  
Weapons: Lasers (various) (8L): 10  
Armor: Reflec (various) (L4)  
Tactics: Hunt intruders with disregard for personal safety. Shout slogans.

*Time's Running Out.* Remind the players that their orders required them to finish by a certain time. If they have been taking too long, this should give them a panic; that might cause them to make more mistakes...

Truly crafty folks may want to search these high-clearance residents for any interesting souvenirs. Feel free to let them find a few useless trinkets; it'll only get them into more trouble later.

## **Encounter Two: Can We Go Home Now?**

Eventually, the players will find Walla-V's quarters. All they have to do is hide the copy of "Soldier of Fort-U-INE" somewhere in the room; in a closet, under the mattress, behind the vidscreen -- somewhere. Just let them drop it and leave.

If the PCs want to be overly cautious, don't discourage them. Are they secretly being taped by The Computer? Is that picture on the wall hiding a bank of lasers? Do they want to sweep the room with a set of tweezers looking for traps? G'wan, indulge their paranoia (that's the name of the game, after all). Maybe some of their fears are even true.

## **Encounter Three: This Looks Familiar**

When the players are done in Walla-V's room, they can head out through the vents. This should be just like Encounter One all over again, except this time they know where they're going (we hope). Ideally, they'll emerge from the maze fairly intact, then return to Ko-V-ERT.

If the Troubleshooters are actually dumb enough to try and leave through the front door, punish them. Put armed Indigo guards along the corridors. The sight of Red- and Orange-level clones in an Indigo- and Violet-level dormitory is obvious treason. Mow down the players and drag them to Episode Four.

### *Game Stuff: Residential Guards*

Protect the rich and influential.

Mutation: Various

Secret society: Various

Weapons: Indigo laser (8L): 11

Slugthrower w/dum-dum shells (11I): 14

Armor: Riot gear (All8)

Tactics: Shoot first and don't bother with questions. Don't enter Violet residences. Yell a lot.

As you may have guessed, this episode is merely a warm-up to get your crowd limbered before they land in really hot water. Feel free to vary the pace to fit the mood of your group. If things are going slow, give the players more encounters and complications. Or, if everyone wants to move on, clear the obstacles and hustle everyone to Episode three.

### **Other Endings**

If the PCs plant the magazine in the wrong room, they return to Ko-V-ERT and get sent to their next mission. It'll take a while for him to find out that they goofed (a "raid" on Walla-V reveals nothing), but by then, the Troubleshooters will be in a bigger mess.

If they can't plant the magazine at all (maybe it got destroyed or stolen, for instance), send them back to Ko-V-ERT. He berates them for failing to do the job, but sends them on their next mission anyway (good work is hard to find). See Episode Three for details.

If the players get caught, lock them in shackles, bludgeon them unconscious, and go straight to [Episode Four](#).

# Episode 3: Alpha's Traitorous Home Videos

---

## Episode Summary

The players fake a payoff to a high-level clone. They learn that false implications of treason are treasonous.

### Encounter One: Home Again

When the players return to the outside of the unmarked Red building, the secret doorway opens again. Once everyone is inside, they meet Ko-V-ERT/Tee-V-GDE once more, though now he only has five of the shiny new Warbots with him. That's still enough to keep folks in line.

He has the Troubleshooters report on their mission, and encourages them to accuse each other of misbehavior. He makes a show of taking notes and watching for treason, but doesn't really care - he just doesn't want to raise suspicions by not doing so.

Ko-V-ERT compliments the party if they say the first mission was successful (whether or not it actually was). If they admit to failure, he berates them, but offers to give "another chance".

### Encounter Two: Back for More

When the players have finished talking, read the following:

Tee-V-GDE says, "Your next assignment will be much easier, my friends. Citizen Darth-V-ADR is believed to be working for the traitors of Alpha Base, selling sensitive secrets for a handful of credits. Our evidence is inconclusive, so your next mission is to record one of these transactions."

He holds out a sealed envelope. "For this assignment, you will be promoted to Indigo clearance. Go to the coordinates listed, then follow the instructions inside."

*Changes for Alpha Base:* Darth-V is supposedly selling Alpha Base secrets to agents of The Computer.

The envelope has "71.8L/5V/25.3H" written on the front, but Ko-V-ERT won't say anything else about the mission. As before, the players are not allowed to open the envelope during the briefing. Needless to say, the "temporary promotion" is a complete lie. Are you surprised?

### Encounter Three: Wardrobe and Supply

A jackobot appears and hands the following to the Troubleshooters:

- *Six Indigo robes.* "Junior High Programmers of Alpha" is written on the back of each. If Al-R-GEE makes a Moxie roll, he notices that the robes "feel like vidshow props". If he mentions this, Ko-V-ERT executes him "for criticizing The Computer's generosity". They *are* vidshow props, but the players aren't supposed to know that.
- *Six Indigo laser barrels.* No lie, these really are Indigo lasers. Remember that all barrels are good for only six shots. Odds are good your players won't.
- *An authorization form.* This is signed by "Tee-V-GDE" and identifies the clones as temporarily promoted to Indigo clearance. This is a forgery, but since no one has ever seen an Indigo Authorization before, how can they tell?
- *A Multicorder.* It is equipped with an audio/video recording program.
- *A large bag.* Inside are two hundred plasticreds. It rattles. A lot. Good luck trying to be stealthy while carrying this.

As before, all of this equipment has been stolen, but the players won't know that (yet).

Once they received everything, Ko-V-ERT reminds everyone that speed, silence, and secrecy are needed. He then sends them off.

## **Encounter Four: Let's Put On a Show**

The coordinates listed on the envelope takes the Troubleshooters to a small corridor in MMU sector. Just around the corner is the MMU CPU Data Center, which is cleared for citizens of Blue clearance or higher. Inside the envelope are a page of instructions and a picture of Darth-V-ADR. Give handouts [JBYPE3N1](#) and [JBYPE3N2](#) to whoever's opening the envelope.

### *Game Stuff: Power Play*

Clever players may think of putting on the Indigo robes and using their new "promotion" to get neat gear or abuse lower-ranking citizens. Go ahead, let them. As long as they don't get anything really useful (Indigo-level power armor, for example), let them amass all the trinkets and annoy all the citizens they want. It'll just mean more trouble later.

If the players want something that you won't give, stall them with the usual Alpha bureaucracy (even high-level citizens have to deal with PL&C), or drag in a Violet or Ultraviolet authority to send them off.

If the party has a brain between them, this mission should make them nervous. Still, orders are orders. If they chicken out and return to Ko-V-ERT, kill everyone and try it again with the next set of clones.

## **Encounter Five: Into the Breach**

The entrance to the MMU CPU Data Center is a wide open arch, with lots of Blue, Indigo, and Violet citizens walking through it at all times. Two Blue Vultures guard the entrance. If the players are wearing their robes, they can walk right in without any problems.

The cafeteria is to the right of the entrance. It's not too crowded, so everyone can easily find a free table to sit and wait. Food dispensers along one wall serve all sorts of dishes for free (rank has its privileges), while vidscreens on another wall play assorted entertainment programs. While the players may relax a bit, remind them that they need to keep an eye out for Darth-V.

### *Game Stuff: Where No Clone Has Gone Before*

Depending on your players' mood, they may get curious enough to leave the conveniently-placed cafeteria and explore the Data Center instead. You don't want that, at least not if you're planning to run the encounter with Darth-V as scripted. Here are some ways to persuade nosy folks to stay on track:

**Nothing to see.** This is a Data Center. The personnel collect data. All sorts of data. Data no one will ever care about. Like "Algae Vat #23256 Mean Temperature", "Freon Levels/Pipe AW-2654", or "Scrubot HFRTSKPOMJ Power Consumption per Picosecond". Let the players find storerooms filled with millions of volumes of such useful information, and they'll be begging to return to the Cafeteria.

**Security.** Just put some nasty-looking Violet guards where you don't want the Troubleshooters to go. Since they're only (impersonating) Indigo-level personnel, they have no choice but to turn away.

**Getting underfoot.** The diligent clones here have work to do, and no time to mollycoddle nosy players. Clerks bustle to and fro, operators enter data, and the PCs are in the way. Have an angry Violet manager yell at everyone to get out of his department. Maybe send in a few security guards to enforce the law.

**You can't go home again.** They want to leave already? Ko-V-ERT/Tee-V-GDE won't think highly of that. And there's all his nifty Warbots, just waiting to be tested...

### **Encounter Six: Showtime!**

When you think it's time for Darth-V to appear, read the following:

A surge of people suddenly enter the cafeteria; it must be a meal break or something. There are tall clones and short clones, males and females, Indigos and Violets. Darth-V might be in this crowd, but you can't tell for sure.

Have everyone make an easy Moxie roll. Even if everyone fails (how dumb are these guys?), continue with:

<Name of player character> sees Darth-V step through the door! He's a tall, muscular clone, with an emotionless, menacing scowl. Tucked under his right arm is a folder that reads "Program 22-9345".

He walks over to one of the vending machines and begins to get a plate of Hot Fun *a la Mode* and a cup of Bouncy Bubble Beverage. What do you do?

The folder should attract Vide-O and AI-R's attention, who are looking for computer programs for their secret societies. It's actually a schedule of vidshows, but indulge any erroneous assumptions. Ask the players who's doing what and standing where, then let them go into action.

### *Game Stuff: MMU Data Processing People*

**Darth-V-ADR-5:** Nasty clone in charge not to be messed with.

Mutation: Telekinesis

Secret society: Illuminati

Weapons: Force sword (12E): 15

Violet laser (8L): 13

Armor: Battle Armor (All8)

Tactics: Kill impudent clones who get in his way.

**Assorted High-level Clones:** Background fodder

Mutation: Various

Secret society: Various

Weapons: (One of the following)

Blue/Indigo/Violet Laser (8L): 11

Slugthrower w/AP shells (10AP): 13

Unarmed (5I): 9

Armor: Reflec over Kevlar (L5P4)

Tactics: Stop intrusive Troubleshooters

Ko-V-ERT had hoped that Darth-V would be too confused by the chaos to do anything before they escaped. He's wrong. Darth-V is no dummy; when a clone he's never met shoves a big bag of credits into his hands, he reacts loudly and violently. "What th--? Stop them!" is my favorite line, but go ahead and use your own.

Everyone else in the cafeteria should immediately go after the Troubleshooters (High-level clones don't live to earn high levels by traveling unarmed). With a little luck, the players will find themselves in the middle of a riot.

Let's see what we have here: the Troubleshooters are in a room filled with armed high-level clones. Outside is a large corridor filled with even more armed high-level citizens, not to mention assorted Vulture Warriors nearby. The players are outnumbered, outgunned, and have only low-level Red and Orange armor to protect them (they're wearing robes, not reflec, and the robes are vidshow props anyway). Sure, their lasers are Indigo, but they'll run out of rounds long before they run out of opponents.

Can you say "massacre," boys and girls? I knew you could.



The PCs should be shot like the proverbial fish in a barrel. When everyone and their clone successors finally recover, they find themselves in Episode Four.

# Episode 4: Bake the Traitor

---

## Episode Summary

The players are charged, tried, and convicted (not necessarily in that order) for treason. They disrupt some really neat vidshow programming, not to mention their impending execution, by breaking free and becoming fugitives.

## Encounter One: In the Slammer

Depending on how the Troubleshooters fared, they may be unconscious, comatose, or merely dazed when they're captured. A phalanx of Warbots and Vulture Warriors drags everyone to HEL sector. No questions are answered, no escapes are possible.

Once in HEL, the players are stripped of all their equipment and tossed into a dim, dank, dungeon. Let them simmer in the dark (literally and figuratively) for a bit. If they get nasty and turn on each other, that should be amusing.

## Encounter Two: Hi, Court

When everyone's tired of chasing rats for food and blaming each other for their mess, another crowd of Vultures and Warbots comes for everyone. Read the following:

You are dragged through a maze of twisty passages, all alike. Eventually you are shoved through an unmarked door, where you find yourself in the bottom of a large curved amphitheater. The Warbots and Vultures form a ring around your group, their weapons pointed in your direction.

High overhead, behind a large podium, sit three Ultraviolet clones. The one in the center is a burly male who looks like he eats traitors for breakfast, and he starts yelling. "All right, vatslime! I'm Kill-U-DED, and we want answers! Who are you, what's your plan, and who do you answer to? Talk or fry!"

This is a cue for the players to spill the beans in hopes of saving their skins. It doesn't matter, though, as nothing they say will get them out of this mess. Kill-U-DED does all of the interrogation; the other Ultraviolets, the guards, and the Warbots sit still, glaring at them.

### *Game Stuff: Kangaroo Court Members*

**Kill-U-DED-4:** Judge, jury, and executioner

Mutation: Regeneration

Secret society: Illuminati

Weapons: Ultraviolet laser (L8): 17

Armor: Ultraviolet reflect (All4)

Tactics: Yell and sneer a lot. Catch commies in lies.

**Dispassionate Ultraviolets (2):** Watch the traitors squirm

Mutation: Charm (both)

Secret society: Various

Weapons: Ultraviolet laser (L8): 9

Armor: Ultraviolet robes (I2)

Tactics: Sit quietly and let Kill-U-DED do his job.

**Vulture Warriors and Warbots:** Lots and lots of them

Weapons: Indigo laser (L8): 14

Armor: Indigo battle armor (All7)

Tactics: Glare at treasonous players. Waste 'em if they misbehave.

Kill-U-DED is convinced that the Troubleshooters are part of a conspiracy to discredit high-level clones and The Computer (or to splinter The Council, if playing in Alpha Base). Any evidence from the players that prove their innocence is dismissed, while any proof that gets them deeper into trouble is quickly proven true. There is no citizen named "Tee-V-GDE", there is no mission "JBYP", and there are no references to any of them -- in short, everyone's in it deep:

**Kill-U-DED:** "What kind of a pathetic story is this? You expect us to believe that this 'Tee-V-GDE' authorized your acts?"

**Psy-O-PTH:** "But we have a recording of him!"

**Kill-U-DED:** "Bah! Cheap fakes! Give me something substantive!"

**AI-R-GEE:** "What about this Violet authorization with his name?"

**Kill-U-DED:** "Computer! When did Tee-V-GDE countersign security authorization JBYP2844?"

**Computer:** "There is no record of any authorization JBYP2844. There is no citizen named 'Tee-V-GDE'."

(Mark-R-PEN faints)

When playing Kill-U-DED, be loud, forceful, and incredibly skeptical. Sneer a lot, yell even more. Making the players panic in the face of certain doom is one of the most memorable experiences in Paranoia; nurture it so they get the full experience. They'll thank you later.

### **Encounter Three: Charge It**

Eventually, the Troubleshooters' guilt is "proven", and Kill-U-DED lists their crimes. From Episode 2, they are charged with possession of stolen R&D equipment, breaking and entering, entry into an unauthorized area, and property damage. If the players went through Episode 3, they also get possession of forged papers, impersonation of citizens of an unauthorized security clearance, possession of unauthorized/stolen items, and assault on high-level citizens. If you want to add more charges, go ahead -- remember any trinkets lifted in Episode 2 and power abuses in Episode 3. Even if they're irrelevant, what's a few extra treason points out of six million? And who's dumb enough to contradict a raving Ultraviolet while surrounded by armed, trigger-happy guards?

Eventually, Kill-U-DED confers with the other Ultravioletes in hushed whispers. He then tells the Troubleshooters that the only punishment possible is summary execution. Their remaining clones will be used as food vat protein, but the active clones will "serve as examples" to their (imagined) co-conspirators.

### **Encounter Four: Behind The Scenes**

Kill-U-DED orders the security detail to take the Troubleshooters away. Read the following:

Your entourage of Warbots and Vultures lead you out of the amphitheater. After an hour of walking through more twisty, unmarked corridors, you enter through a set of double doors onto a vidshow set of some kind.

A neon sign overhead proclaims this to be the stage for *Bake the Traitor*. As the guards usher you forward, you recognize many of the show's famous features: the Slice-O-Matic, the Centrifuge, the Clone Rearranger, the Ripper, and many more. You've certainly enjoyed watching the show before, seeing criminals turned into red smears, but now all you can think about is how much it's going to hurt from the other side.

Everyone is led to a small vault-like room marked "Guest Stars." Inside, iron bars mark off half of the room, forming a cell with an electronic lock. The other side of the room contains a single table and a counter that shows the minutes remaining until air time.

The players are shoved into the cell, along with their personal gear. All of the weapons, the R&D equipment, and the cell's key card are placed on a table on the other side of the room (in other words, out of everyone's reach). The Vultures and Warbots leave, locking it behind them, and the timer starts counting down at 40 minutes.

### **Encounter Five: Get Me Out of Here!**

If your PCs have any sense of sport, they'll try to escape from this deathtrap. The cell itself is fairly sturdy, and will resist any basic attempts to escape. Even so, the players have a fair number of options at their disposal. A few that we've thought of include:

- *Mutant powers.* Cyke-O can use his telekinesis to grab something useful off the table. Or Al-R can teleport out of the cell and set everyone free (or not). Of course, for most characters, they'd have to reveal their secret mutations first...
- *Open wide.* The bars are too strong for one character to bend, but several of them, working together, can make progress for someone to squirm through. Adrenaline Control would be perfect here.
- *Pick the lock.* Any mechanical or electrical engineers in the bunch? Al-R might be able to tinker with his wires and tools. And that LNX Vide-O keeps playing with; lots of useful electronics there...
- *Useful items.* Let the players get creative. Stage a prison strike and overpower the guard. Or use a utility belt and try to lasso the key -- it worked on *The Brady Bunch*. If they have a semi-reasonable idea, let them try it.

## **Encounter Six: Where Do We Go From Here?**

Okay, everybody's out of the cell. Now what?

Fates protect children, fools, and Troubleshooters; the vault door can be opened easily from the inside, and there's only one guard idling outside (the Warbots were sent away, and the other Vultures are lounging around backstage). The players should be able to overpower their single guard with sheer numbers and surprise on their side.

What happens next depends on how much of a ruckus they made, and how much of a challenge your crowd can handle. If the PCs were quiet, they can try sneaking away. Or maybe their guard raised a cry before going under, which brings reinforcements.

Escape should be tricky, but possible. The backstage area for *Bake the Traitor* is bustling with workers and technicians, providing a crowd to hide in and preventing the Vultures from getting a good shot at them. AI-R-GEE's vidshow background can help him lead the others out of the studio; similarly, Cyke-O-PTH can find steam chutes, sewage drains, and other escape routes with his Power Services knowledge.

Give the players a good chase, but eventually let them ditch their pursuers, preferably ending up dirty, disheveled, and exhausted in a derelict building or alley somewhere. Now's the time to start Episode 5.

### **Too Dumb To Think**

If the Troubleshooters are hopelessly pathetic and can't figure out how to escape on their own, read the following:

There is the loud grinding sound of tumblers falling, and the vault door swings open. Outside, the guard steps aside to let a jackobot pass.

The jackobot walks to the cell, then points to <pick a player>. When you step forward, it gives you a small package wrapped in brown synthepaper. In a quiet voice, the bot says, "A last meal from Tee-V-GDE." It then quickly leaves the room, and the door slams shut again.

The brown package is ticking.

Yes, it's a bomb. Ko-V-ERT has found out that the players are captured, and decided to kill them now.

The bomb is a sealed black box with an LED timer that counts down from two minutes. It can't be opened, defused or stopped by any means. If they're holding on to it after two minutes, it blows up -- everyone dies, game over. On the other hand, the players can position the bomb to blow the cell or the vault door, then take cover. In that case, everyone survives unharmed and free. Hopefully they can figure things out from there.

## Too Dumb To Live

What? Even after all this, your players still can't (or won't) get away?

I give up. Bake the traitors. Have everyone marched out on the stage, surrounded by Vultures, to the glitter of bright lights and the cheers of a bloodthirsty crowd. The host of the show, Let-R-MAN-2, mocking recaps the exploits. Vann-R-WHT-3 assists by periodically displaying their treasonous gear. The crowd cheers, gasps, boos, and hisses on cue.

After their crimes are shared with the loyal audience, each player spins the Wheel O' Doom. He's then fed to the specified deathtrap and executed in a hideously gory spectacle. Be creative and vivid in your descriptions; feel free to make up your own devices. If you need inspiration, try *Mortal Kombat II*, the *Friday the 13th* movies, or anything by H. P. Lovecraft.

Now the game is over. Break out the munchies, pat your players on the back, and find a less challenging game for next time. Maybe *Toon*.

# Episode 5: Get Smart

---

## Episode Summary

The players are fugitives in Alpha Complex. Surrounded by loyal clones gunning for their heads, they must use their wits to find the true identity of "Tee-V-GDE".

## A Note to the GameMaster

Congratulations, Mr. GameMaster. You've now reached the most difficult episode in this adventure for you. It's also the most difficult episode in this adventure for me to write, but that's beside the point.

This episode is difficult because the players are no longer being led by the nose through prepared situations by high-ranking clones or the Computer. Instead, they finally have free will, and can go anywhere and do anything they want. This means you'll have to react to their wants and improvise the behavior and descriptions of characters they meet and the places and situations they wander into.

Don't worry too much. While the PCs have some liberty, they don't have nearly as much as they may think. No matter what a crafty player may think otherwise, there are ideas that just won't work. After reading through this episode, you'll see how to gently nudge your players down the path they should take, into Episode 6 and a showdown with Ko-V-ERT.

You'll still have to improvise some, but if you weren't up to it, you wouldn't be the GameMaster, right? Still, you should read through this episode before running your group through it; a little preparation will go a long way.

## Encounter One: Clones On The Run

By now, your players should have ditched their pursuers, and are probably stopping in a hideaway/empty building/sewer somewhere. As they catch their collective breaths, let them know just how much trouble they're in with something like the following:

As you all stop to gather your collective breaths, a loud screech fills the air, making you clutch your ears in pain. It stops a moment later, and the Alpha-wide P.A. system is suddenly booming with the voice of The Computer.

"Greetings, citizens. Be on the lookout for the following citizens: Al-R-GEE, Cyke-O-PTH, Kawas-O-CKY, Mark-R-PEN, Vide-O-GME, and Watt-R-FAL. These are armed and dangerous criminals who assaulted a squadron of Vulture Warriors and disrupted a really neat episode of *Bake the Traitor*. If you see them, terminate with extreme prejudice. We'll hand out big prizes for whoever makes the messiest kill, so have fun. Thank you for your cooperation."

(If you're playing in Alpha Base, the idea's the same. The Powers That Be are gunning for the Troubleshooters, and won't be content until they're deader than disco)

That's it; they are now official fugitives. Make sure everyone knows what this entails -- they won't get clone replacements, and everyone in Alpha Complex is turned against them. If anyone's dumb enough to wander out in public after this pronouncement, shoot at him to prove your point. Try not to kill them too quickly, though -- replacements won't come until Episode 7.

What are the Troubleshooters' options? What you want them to do is to get on the trail of "Tee-V-GDE", in hopes that finding him will somehow help save their necks. On the other hand, your players may miss such an obvious cliché solution. Here's how to deal with some of the other bright ideas they may get:

- *Peaceful surrender.* Yeah, right. It should be clear by now that mercy is out of the question, but some folks may be dumb enough to try this. Greet them with rioting crowds and large-bore weapons. Maybe the players can survive the reception to get other ideas.
- *The great outdoors.* Leaving Alpha Complex and taking the chances Outdoors is not a bad idea. The problem is that getting out is difficult under the best of situations; with six dangerous clones running loose, all exits are heavily guarded and sealed. Attempts to flee into places like the Wilderness or the Dungeon should also be impossible.
- *What are friends for?* Someone may try to use their secret society standings to find a hideout or an escape route. While some societies will help a little (see below), everyone recognizes them as a dangerous hot potato and won't want prolonged contact.
- *Divide and conquer.* Splitting up the Troubleshooters will only make it easier for their pursuers to hunt them down. If the players leave each other, let them see the error of their ways -- when you're outgunned ten-to-one, anyone shooting on your side is welcome, no matter how obnoxious he is.

Assuming they're not fatalistic, the PCs should eventually realize that their only hope is to work together (gasp!) and find out who got them into this mess.

### *Game Stuff: Fugitive Follies*

When your party is getting complacent in their survival, or you just want something to spice up their day, remind them that the combined forces of Alpha Complex are after them with one of these search-for-the-traitors patrols:

**Loyal Troubleshooters (4):** Cannon fodder after the players.

Mutations: Various

Secret society: Various

Weapons: Red Lasers (8L): 11

Armor: Red Reflec (L4)

Tactics: Capture the traitors. Run when things get tough.



**More Loyal Troubleshooters (8):** When in doubt, outnumber them.

Mutations: Various

Secret society: Various

Weapons: Orange Lasers (8L): 9

Armor: Orange Reflec (L4)

Tactics: Capture the traitors. Call for backup when things get tough.

**Still More Loyal Troubleshooters (4):** Peace through superior firepower.

Mutations: Various

Secret society: Various

Weapons: Green Lasers (8L): 13

    Slugthrower w/AP shells (8AP): 9

Armor: Green Battle Armor (All6)

Tactics: Capture the traitors. Call for more backup when things get tough.

**Grounded Vultures (3):** Kombat Quik at work.

Mutations: Various

Secret society: Various

Weapons: Blue Lasers (8L): 10

    Cone rifle w/vomit gas (8AP): 9

Armor: Blue reflec (L4)

Tactics: Capture the traitors. Who needs backup?

**All-Mutant Squad (6):** Muties are people too.

Mutations: Adrenaline Control, Electroshock, Levitation, Mental Blast, Pyrokinesis, Telekinesis

Secret society: Psion

Weapons: Orange Lasers (8L): 11

Armor: Orange reflec (L4)

Tactics: Squash the inferior non-mutant traitors.

**High-Tech Hitters (2):** Right out of a Japanese cartoon.

Mutations: Various

Secret society: Various

Weapons: Armored Battlesuit, containing--

    Power Gauntlets (7I): 7

    Green Lasers (12L): 10

    Slugthrower w/slugs (5I): 14

    Flame thrower (7F): 12

Armor: Titanium construction (6L8I6E)

Tactics: Roll over underarmed and underarmored traitors.

**Revenge of the Slime Monster:** It's not really after them...

Mutations: Matter eater

Secret society: Lonely Slime Monsters of Alpha, Chapter 467

Weapons: Muck-encrusted arm (8I): 8

Armor: Slimy body (I9E10)

Tactics: Shamble along. Attack any hairless bipeds that give it a hard time.

## **Encounter Two: Get a Clue**

This is the part of the adventure where the Troubleshooters get to play Agatha Christie. While the situation may seem hopeless at first, the players actually have quite a number of options to find the true identity of "Tee-V-GDE". Since we're trying to maintain an illusion of free will here, they'll have to solve this on their own, which means you can't run things in a fixed order. Instead, here are some notes on what the Troubleshooters may uncover.

### *Candid Camera*

Did anyone make a recording of the mission briefings? If so, they can try to match "Tee-V-GDE's" face to those of real citizens. A clear shot of his tongue tattoo, if available, will make things even easier. Vide-O-GME's LNX has the capacity to magnify or enhance pictures, but he's supposed to keep that a secret.

The players also need access to a database of some kind, preferably without revealing their own identities or location. Matching any captured footage with computer records will require a Data Analysis, Data Retrieval, or similar skill roll; modify the difficulty by what information is available.

### *Little Lost Robot*

The Troubleshooters can also trace Ko-V-ERT's identity through his Warbots. Since they are a new model and recently delivered, a search of R&D or Armed Forces records might turn up something, probably buried among other records. A skill roll can help. Friends in Armed Forces, R&D, or PL&C would be useful.

Clones with the appropriate background may try to remember the names of known Warbot developers; this is a Hard Moxie roll for anyone in Armed Forces or R&D, and a Very Hard roll for anyone else. Robot- and technology-oriented groups like the Frankenstein Destroyers, Pro-Tech, or Corpore Metal may also have information about Warbot contractors.

### *Secrets Between Friends*

While the secret societies are not willing to give the Troubleshooters refuge because of the Complex-wide manhunt, some groups may agree to give limited support -- brief access to a computer terminal, information, or supplies. This depends largely on the specific society, the characters' standing with the group, how risky the contact is, and how much "compensation" they can afford.

## *Scene of the Crime*

The most obvious idea is to return to the warehouse where the Troubleshooters got their mission briefings. Ko-V-ERT had to deliver his Warbots to the Armed Forces, so it's empty now and the players can enter without any problems. They won't find anything in the storeroom itself, but attached to it is a hidden Violet-level office, which requires a Stealth or Security roll to find.

The only item in the office is an empty desk and a computer terminal. The terminal has direct, anonymous access to the Armed Forces weapons database, including information like weapon stockpiles, shipping invoices, and research projects. They can use this information to infer Ko-V-ERT's identity through his work. The terminal can be reprogrammed to access other databases with a Very Hard Computer Programming roll.

## **Balancing Act**

It can be very easy for the Troubleshooters to quickly run through this encounter; they check a few sources, make a few skill rolls, get some tidbits of information, and figure out who and where Ko-V-ERT is. It'd also be very dull.

Make the players work for the answers. Computer searches could trigger security alarms. Secret society members can be uncooperative or hostile to the Troubleshooters. Third-hand information can be cryptic or incomplete. Make sure everybody's acting in character; revelation of personal secrets and sheer obnoxiousness should keep them at each others' throats. Throw in more random encounters for the heck of it. If they're tense and edgy around each other, you're succeeding.

As always, adjust the situation to fit the mood of your crowd. If they seem to enjoy slinking around on the run, stretch it out, make it harder, throw out some red herrings. If they're impatient, dim-witted, or just unlucky, give them a few breaks -- the computer terminal in the hidden office beeps loudly (making it easy to find), or a generous clone gives them a big piece of the puzzle (for a price).

After a lot of running about, hiding in shadows, begging for help, and brain power, the Troubleshooters should eventually learn the following:

1. "Tee-V-GDE" is actually Ko-V-ERT.
2. Ko-V-ERT works in RUR sector R&D, where he's in charge of Warbot development for the Armed Forces. RUR sector is totally deserted.
3. Ko-V-ERT hasn't been to his ERT sector residence for several daycycles now. The reasons on his absence is classified. ERT sector is heavily protected.

When your players are ready to meet their maker, head for Episode 6

# Episode 6: Mighty R-Bots

---

## Episode Summary

The players track down Ko-V-ERT. Everything is revealed and, in typical *Paranoia* fashion, a really big fight breaks out. Maybe they can survive long enough to bring their evidence to the authorities.

## Encounter One: Abandoned Trip

For you Gamemasters chewing your nails at the freedom the Troubleshooters had in the last episode, relax. We're back to old-fashioned railroading and massive property damage.

The party should have finished Episode 5 with the realization that "Tee-V-GDE", the clone who got them into this mess, is really the Warbot developer Ko-V-ERT.

They can't use this to absolve themselves. As fugitives, their evidence is automatically suspect, and any attempts to present this information is met with heavy gunfire. Nope, their only hope is to either get a confession from Ko-V-ERT, or collect solid evidence against him.

Given the information from Episode 5 about Ko-V-ERT's whereabouts and sightings, your players should realize that there's only one place to go.

If the Troubleshooters are really dumb, they might try to search Ko-V-ERT's (empty) quarters first. Discourage this; the ERT sector Violet quarters are heavily guarded, with roving doberbots, sadistic Vultures, and harsh spotlights everywhere. Take the worst of [Episode 2](#), stick it all in front of your players, and dare them to run the gamut. They should take one look at the formidable setup and tackle RUR sector R&D instead.

(They won't find anything incriminating at Ko-V-ERT's place anyway. He's worked hard to nurture his image of being a squeaky-clean citizen.)

RUR sector is in a dark and dusty corner of Alpha Complex, run down with the relentless tide of disuse. Tell the Troubleshooters that security cameras are deactivated, lights are dim, their footsteps echo at every turn -- in short, the area appears to be deserted. It really is, but if your players are scared enough to jump at every little thing, don't disappoint them.

### *Game Stuff: Where is Everyone?*

Why is this Episode set in the middle of nowhere? Long ago, Ko-V-ERT convinced his superiors that the best way to protect his sensitive work was to isolate him in a remote location. Long-abandoned RUR sector was a perfect site for his workshop. He further argued that security wasn't necessary, as any intruders can serve as subjects in impromptu Warbot field tests.

Ko-V-ERT knows the players are on the loose, but isn't worried. He figures they'll either be caught and shot by Alpha's forces, or escape and are never heard from again. Just to be safe, he's staying in the lab until the situation is resolved, protected by his Warbots. His official excuse is that he wants to be close to his newest project and avoid wasting time.

The Computer (or The Council, if you're playing in Alpha Base) has applauded such untiring dedication. In fact, Ko-V-ERT's efforts are putting him ahead of his peers, making him the first choice for the promotion that started this scheme in the first place.

Isn't it neat how everything ties together?

The R&D Center stands out from the other abandoned buildings in this sector, if only because the lights inside actually work. It's an imposing gray structure, looking like an abandoned factory; what few windows it has are set 50 meters off the ground. The only entrance is a set of rusted double doors, unlocked.

Opening the doors, the Troubleshooters see a wide hallway stretching into the distance. As they walk down the hall, the faint sound of machinery can be heard. The hallway leads to a catwalk 15 meters above the ground, on one side of a cavernous room. In the room are five bots, several large machines, a cot, and a clone. The lighting is normal here, and the sound of the machines drowns out any noises the party makes. The clone is Ko-V-ERT; he doesn't appear to notice the players, but is bent over one of the machines, busy working.

Ask each character what he wants to do. Maybe someone starts recording the proceedings, or spies on Ko-V-ERT with Hypersenses. Some might look for a way down, while another may try to shoot Ko-V-ERT with his back turned. Pretend to be interested, as if their decisions will make a difference.

Before anything can happen, however, the catwalk collapses and everyone falls to the floor. A force field appears, surrounding the party, separating them from the rest of the room, and Ko-V-ERT turns towards them.

## **Encounter Two: True Confessions**

Read the following:

The Violet citizen you once knew as Tee-V-GDE faces you with a wide smile; his robots stand behind him, impassive and immobile. He speaks. "How ... convenient. You vatslime actually had the brains to find me, hmm? Impressive. So, tell me, my little Troubleshooters, how did you figure me out?"

Let the players say whatever they want -- they sure can't do much of anything else. If they're smart, they'll try to get a confession out of Ko-V-ERT. This is easy to do; he's all too glad to gloat. Yes, he impersonated Tee-V-GDE. Yes, he used the Troubleshooters to incriminate other citizens. Yes, he was working for a secret promotion. And yes, he will kill them.

Ko-V-ERT speaks with a calm, condescending confidence, pleased to have an audience to share his secrets, and all too ready to incriminate himself (James Bond's villains work the same way). Some sample Ko-V-ERT dialogue:

"I am surprised you fell for my forged mission alert so easily. But then, you are merely Troubleshooters..."

"Ha ha ha! Of course I have my motives! I, dear clones, am about to ascend to the peak of power, while you fools rot in the pits of Alpha."

"My only regret is that you bunglers got caught so soon. Fortunately, my alternate plans are already underway. My ascension is assured."

Is someone recording all of this? Make a note if they are. Pity them if they're not.

If someone tries to take the initiative and do something like teleporting away, stop 'em. Maybe the force field inhibits weapons and comm units. Do the old make-dice-rolls-from-behind-the-screen-"Sorry-you-failed" trick. Of course, if you think it'd make things more interesting, let them get away with it. It's your party.

### **Encounter Three: Rise of the R-Bots**

When it's time for Ko-V-ERT to wind down his speech, read:

"Enough. You clones have been useful and amusing, in a bumbling way, but I have been more than generous in my answers. Now you are nothing but a loose end, to be tied up and disposed of."

He slowly walks away to a small console at the far side of the room. You can barely see it, but Ko-V-ERT smiles warmly one last time. Then, with a majestic sweep of his hand, he says, "R-Bots, attack!"

The force field suddenly disappears, and the five robots begin advancing towards you, weapons drawn!

Dramatic? Yes. Overblown? Yes. Not the most secure way to get rid of troublesome Troubleshooters, but a megalomaniac has to humor himself sometimes.

#### *Game Stuff: Who R These Bots?*

Inspired by a series of Old Reckoning video tapes, Ko-V-ERT's latest creation are the Recombination Bots, or "R-Bots" for short. Each bot is humanoid in shape, with built-in weapons and programmed for combat. However, for really bothersome enemies, the bots can transform and combine into one giant robot, "Mighty R-Bot", with greater strength and more firepower.

That's the theory, anyway. As Ko-V-ERT (and the players) will learn, there are still a few bugs in the system. Specifically, when the bots combine, their personalities conflict, causing massive problems.

Any resemblance to numerous Saturday morning cartoons and/or cheesy Japanese toys is not coincidental.

The R-Bots' stats and quirks are noted below.

### *Mighty R-Bots*

#### **Torque: Big bot in charge**

Standing at two meters tall, Torque is painted bright red and looks like the bot equivalent of a steroid-loaded Vulture Warrior. He is the R-Bots' leader, and forms the head/chest/torso of Mighty R-Bot. Unfortunately, the other bots don't recognize his leadership.

Weapons: Mighty pummeling fists (9I): 11

Armor: Titanium chassis (I8)

Tactics: Pounds clones into pulp. As part of Mighty R-Bot, yells orders which are completely ignored.

#### **Bolt: Blue on the outside, yellow on the inside**

This lanky blue robot is always moving, though usually it's because his knees are knocking. Though his arms hold high-powered energy blasters, he's too scared to use them, preferring a hasty retreat. Even as Mighty R-Bot's right leg, Bolt alternates between attacking and ... bolting.

Weapons: Energy blaster (12E): 8

Armor: Shielded Titanium chassis (I8E6)

Tactics: Shoots traitors and hides. As part of Mighty R-Bot, reluctantly attacks while trying to lead the R-Bots out of battle.

#### **Clunk: Mighty Moron Purple Reject**

Clunk is a short, portly purple bot whose arms contain automatic slugthrowers. His insides are filled with slugthrower rounds, making Clunk an effective, but heavy, warbot. Clunk forms the left leg of Mighty R-Bot, but his weight keeps the combined bot from moving fast.

Weapons: Automatic Slugthrowers: 10

Fires two times each turn. Rounds can be either slugs (10I), dum-dum (11P), or armor-piercing (10AP).

Armor: Titanium chassis (I8)

Tactics: Shoots traitors. As part of Mighty R-Bot, diligently shoots traitors while doubling as an anchor.

#### **Bow and Beau: Terrible Twin Twosome**

Ko-V-ERT was running out of creativity when he designed the last two R-Bots, so he made them "twins" with similar names, skills, and colors. Bow is orange, wields a steel truncheon, and

becomes Mighty R-Bot's left arm; Beau is yellow, uses a Force Sword, and turns into the right arm. Sibling rivalry causes them to fight with each other almost as much as with the enemy.

Weapons:

Bow: Steel Truncheon (11I): 13

Beau: Force Sword (12E): 13

Armor: Titanium chassis (I8)

Tactics: Attack traitors with truncheon/force sword, taking "accidental" swings at Bow or Beau whenever possible. As part of Mighty R-Bot, pummels traitors and each other (does 16I damage with a skill of 9).

Yes, everyone, it's the moment we've all been waiting for -- the Really Big Fight. After throwing open the force field, Ko-V-ERT hides in the back of the room, watching the melee and taking the occasional potshot at the Troubleshooters. The bulk of the work, however, is done by the R-Bots.

While the bots look formidable, they have enough flaws for exploitation by creative clones. If the Troubleshooters show more cooperation than the R-Bots, they can inflict a good amount of damage. Really smart folks will attack Ko-V-ERT instead, but the bots and his Violet laser should keep them at bay.

### *Game Stuff: R-Bot Master*

**Ko-V-ERT-6:** Master Menace of Ceremonies

Weapons: Violet Laser (10L): 12

Armor: Violet Robes with Violet Reflec (L9)

Tactics: Stay back and let R-Bots attack Troubleshooters. Gloat when the battle is going well, panic when the tide turns. Takes occasional shots at the players from his hiding place.

If it looks like the Troubleshooters are gaining the upper hand, Ko-V-ERT unleashes his secret weapon by yelling, "R-Bots, unite!" The R-Bots will immediately stop fighting the players, jump into the air, transform, and combine to become Mighty R-Bot.

That's when the fit really hits the shan.

As the R-Bots' profiles indicate, Mighty R-Bot is kinkier than a pretzel factory. At best, he is an uncoordinated war machine; at worst, he is a schizophrenic mechanical wreck. Mighty R-Bot can take 50 points of damage, and will be busy enough trying to walk straight that the players can easily fight it. By the time Mighty R-Bot topples to the ground, Ko-V-ERT (if he hasn't been fried yet) should be screaming in a frenzy.

Before any more damage can be done, end the show. One wall of the room explodes with a thunderous crash, and a squadron of Vultures swarms in. The room fills with sleeping gas, everyone falls unconscious, and eventually wake up in Episode 7. If anyone whines about the abruptness of the situation, have them make a Very Hard Endurance roll, then knock 'em out anyway.



# Episode 7: Picking Up the Pieces

---

## Episode Summary

The powers that be pick up the rubble from RUR sector, sort through the lies, and dole out blame accordingly. The players are vindicated or executed, depending on the whims of fate (or the GameMaster)...

## Encounter One: Wake Up and Smell the Arsenic

Read the following out loud:

With heavy, plodding steps, you are slowly and painfully dragged into consciousness. The inky darkness of your vision finally clears, but it feels like someone poured a bottle of Extra Fizzy Fizz-Wizz down your throat.

Your vision is still unfocused and hazy, but you see that you are in a dusty debriefing room. Your team is sitting along a steel bench, surrounded by a squadron of armed guards. Facing you is an Ultraviolet citizen, sitting behind a low desk. The lighting is dim, and the smell of death hangs in the air. The totalitarian scowl on his face makes you wonder if the death will be yours.

The Ultraviolet stands up, and leans forward on the bench. He speaks in a soft, steady voice. "I am Got-U-NOW. You are the clones who were caught incriminating citizens, attacked a team of Vultures, escaped from imprisonment, sent Alpha on a merry traitor chase, and now you've destroyed a Warbot development lab and seriously disrupted the R-Bots project."

He slowly steps around the desk, and paces back and forth in front of you. "I wonder if you really know how much trouble you're in. You've amassed enough treason for a whole horde of commies, and it's only my own morbid curiosity that keeps you alive. So humor me..."

**"Tell me why I shouldn't kill you now!"**

Here it is, everyone's big chance to save their necks. How they fare depends on what they say, how they say it, what evidence they have, and whether or not Ko-V-ERT survived the firefight.

## Encounter Two: Talk This Way

The key to the players' survival, of course, is whether or not someone recorded Ko-V-ERT in action. Unlike Kill-U-DED from Episode 4, Got-U is actually reasonable enough to take videotape (or Vide-O-GME's LNX recordings) as evidence. If they have Ko-V-ERT's confession on tape, or footage of him impersonating Tee-V-GDE, they're safe. The tape don't lie, and Ko-V-ERT will fry.

Is Ko-V-ERT still alive? If he is, and the Troubleshooters don't have any evidence to back up their story, then the situation boils down to the word of a Violet against a gang of treasonous clones. Fry the players. Heck, there's a missing episode of *Bake the Traitor* to fill.

If Ko-V-ERT is dead, and the PCs have tapes on their side, then they can really go to town. Not only did they expose a secret plot to tinker with the machinations of The Computer's power (or The Council's inner chamber), but the Troubleshooters also terminated the traitor. Truly crafty clones will play up their deeds; whether or not Got-U believes them is another matter.

If Ko-V-ERT's dead, but the players have no evidence, then Got-U will kill them with extreme (and I mean **extreme**) prejudice. Bad enough that the Troubleshooters have committed high crimes against the citizens of Alpha, but they also destroyed a major Warbot project, murdered the last member of a clone family with a sterling record of service, and dared to defame him posthumously with a flimsy lie. *Bake the Traitor* is too good for these guys.

Of course, these are merely guidelines. Distort them to fit in your own whims, Mr. GameMaster. Maybe have everyone act out their speeches; too many contradictions can come across as clumsy lies, while an ultra-smooth presentation can look too rehearsed.

If you want to save the players (Mercy? Never!), Ko-V-ERT can simply snap, bursting into the room and confessing in a drooling, foaming fit. Or if Ko-V-ERT is dead, a lowly tech finds incriminating files in the computers back at the R-Bots lab.

Perhaps you want to toast the Troubleshooters anyway. After all, no matter how innocent they are, there's still several million credits of damage inflicted, and all the manpower and inconvenience involved in [Episode 5](#). Reassign everyone as reactor shielding. Or just shoot them.

My personal preference, in the true spirit of the game, is to commend the Troubleshooters on a Complex-wide vidshow special. Lavish praise and rewards upon them for uncovering Ko-V-ERT's schemes at risk to their own well-being. Share their harrowing escapes and let their names live on in the annals of Alpha history. Have Teela-O-MLY and other celebrities give heartfelt thanks.

Then, as the show ends, execute them for theft, damages, and treason.

Because, after all, this is still *Paranoia*...

Appendix 1: Form JBYPE2N1

\*\*\* Mission JBYP \*\*\* JBYPE2N1 \*\*\*

Troubleshooters,

Open the grill at coordinates 18L/31.2V/6.0H. Enter the air vent.  
Follow the map (JBYPE2N2) and proceed to the location specified. You  
will be in the residence of Walla-V-MTE. Place the "Soldier of Fort-U-  
INE" booklet in an inconspicuous location. Return to the briefing area  
for further instructions.

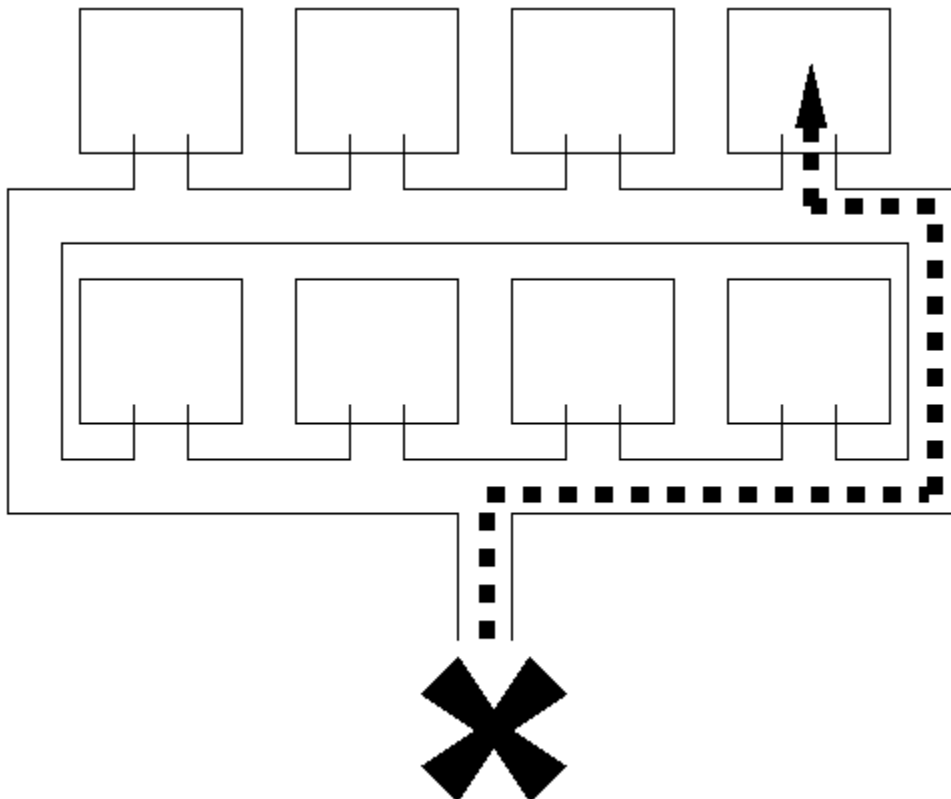
DO NOT GET CAPTURED.

FINISH BY 1800 HOURCYCLES.

Good luck,

Tee-V-GDE.

Appendix 2: Form JBYPE2N2



Appendix 3: Form JBYPE3N1

\*\*\* Mission JBYP \*\*\* JBYPE3N1 \*\*\*

Troubleshooters,

1. Put on the Indigo robes.
2. Enter the MMU CPU Data Center. Go to the Cafeteria on the right.
3. Wait for Darth-V-ADR (see photo, JBYPE3N2) to enter.
4. Have one clone operate the Multicorder.
5. Have a second clone walk up to Darth-V. Give him the bag, and say, "Thank you from Alpha Base."
6. Quickly leave the MMU CPU Data Center. The rest of the team should provide distraction or aid as needed.
7. Return for further instructions.

Good luck,

Tee-V-GDE