

ATTRIBUTE CHART

Attribute Value	Skill Base	Bonus
1-3	0	0
4-6	1	0
7-10	2	0
11-13	3	0
14	3	1
15-17	4	1
18	5	1
19-20	5	2

CARRYING CAPACITY CHART

Strength	Carrying Capacity (in kilograms)
1-12	25
13	30
14	35
15	40
16	45
17	50
18	55
19	60
20	65

SERVICE GROUP TABLE

Roll	Service Group
1-2	Internal Security
3-4	Technical Services
5-8	HPD and Mind Control
9-11	Armed Forces
12-14	Production, Logistics & Commissary
15-16	Power Services
17-18	Research & Design
19-20	Central Processing Unit

SERVICE GROUP SKILLS CHART

Skills in which a Troubleshooter can receive special training.

Internal Security

Truncheon
Unarmed
Interrogation
Intimidation
Laser Weapons
Security
Surveillance

Technical Services

Spurious Logic
Autocar Operation and Maintenance
Transbot Operation and Maintenance
Docbot Operation and Maintenance
Jackobot Operation and Maintenance
Scrubot Operation and Maintenance
Electronic Engineering
Mechanical Engineering

Housing Preservation & Development and Mind Control

Bootlicking
Con
Forgery
Oratory
Docbot Operation and Maintenance
Biochemical Therapy
Medical

Armed Forces

Grenades
Primitive Melee Weapons
Unarmed
Motivation
Laser Weapons
Projectile Weapons
Vulturecraft Operation and Maintenance
Demolition
Survival

Production, Logistics & Commissary

Bribery
Fast Talk
Forgery
Habitat Engineering
Jackobot Operation and Maintenance
Biosciences

Power Services

Spurious Logic
Habitat Engineering
Jackobot Operation and Maintenance
Chemical Engineering
Electronic Engineering
Mechanical Engineering
Nuclear Engineering

Research & Design

Jackobot Operation and Maintenance
Biosciences
Data Analysis
Data Search
Electronic Engineering
Mechanical Engineering

Central Processing Unit

Fast Talk
Intimidation
Motivation
Psychescan
Security
Data Analysis
Data Search

SECRET SOCIETY TABLE

Roll	Secret Society
1	Anti-Mutant
2	Computer Phreaks
3	Communists
4	Corpore Metal
5-6	Death Leopard
7-8	First Church of Christ Computer-Programmer
9	Frankenstein Destroyers
10	Free Enterprise
11	Humanists
12	Illuminati
13	Mystics
14	Pro Tech
15	Psion*
16	PURGE
17	Romantics
18-19	Sierra Club
20	Other (see your gamemaster for details, or roll again)

*Roll again *unless* you have one of these mutant powers: Deep Probe, Empathy, Energy Field, Levitate, Mental Blast, Precognition, Pyrokinesis, Telekinesis, Telepathy, Teleport.

MUTANT POWER TABLE

Roll	Power
1	Adrenalin Control
2	Charm
3	Deep Probe
4	Electroshock
5	Empathy
6	Energy Field
7	Hypersenses
8	Levitation
9	Machine Empathy*
10	Matter Eater
11	Mechanical Intuition
12	Mental Blast
13	Polymorphism
14	Precognition
15	Pyrokinesis
16	Regeneration
17	Telekinesis
18	Telepathy
19	Teleport
20	X-Ray Vision

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

SKILL SUMMARY

AGILITY SKILLS

Force Sword: A combat skill. Roll against this number when you attempt to whack someone with a force sword.

Grenade: Another combat skill. When you hurl a grenade at something, roll against this to see if it goes where you want it. If you roll a 20, maybe you threw the pin instead of the grenade. Boom.

Neurowhip: Another combat skill. Also a very nasty weapon.

Primitive Melee Weapon: It is rumored (rumors are treason) that Outside there are people who, not having been exposed to the benefits of The Computer's benign instruction, are cave-man types and use antiquated weapons called knives, swords, clubs, and stuff like that. These weapons are rare in Alpha Complex, but sometimes Armed Forces personnel are trained to deal with them.

Truncheon: IntSec's all-purpose weapon. Good for keeping Infrared scum in line.

Unarmed: What you use if you don't have a force sword, neurowhip or truncheon lying around.

CHUTZPAH SKILLS

Note that you can't use any of these skills (except Forgery) against other player characters.

Bootlicking: How to ingratiate yourself with superiors.

Bribery: A way to ingratiate yourself with almost anyone. By the way, using this skill is treasonous.

Con: A way to persuade someone to let you do what you want when he probably oughtn't.

Fast Talk: Like con, only you talk and move rapidly and hope to get away fast. If you "con" someone, he may never know he was zapped; if you fast talk him, he will, but fast talking doesn't take as long.

Forgery: Sometimes applying for those pesky termination vouchers through channels just isn't worth the hassle. Using this skill is treason, too.

Interrogation: How to extract useful information from Commie mutant scum.

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

Motivation: Leadership; gets people heading in the right direction and even thinking it's a good idea.

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

Psychescan: Basically, use this to try to figure out whether someone's lying or not.

Spurious Logic: Con doesn't work with computers and bots, 'cause they're too logical. Instead, you have to build a completely logical construct on fallacious or incomplete assumptions to get them to do what you want.

DEXTERITY SKILLS

Energy, Field, Laser and Projectile Weapons: Skills that let you use different types of weapons. You also use these skills when your weapon breaks and you try to fix it.

Primitive Missile Weapons: Like "primitive melee weapons," but applying to bows, arrows, rocks, beer bottles, and so on.

Vehicle Aimed, Field and Launched Weapons: Skills that let you use weapons mounted on vehicles.

MECHANICAL SKILLS

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

Robot Operation and Maintenance: These skills are broken down by robot type. Basically, they're how to use and repair bots.

Vehicle Operation and Maintenance: Ditto, for vehicles.

MOXIE SKILLS

Biochemical Therapy: How to ensure wakefulness, sleepiness, happiness or any other mental state through the application of little pills.

Demolition: How to use TNT without killing yourself.

Medical: How to heal the injured and cure the sick.

Old Reckoning Cultures: Knowledge of Pre-Oops people and artifacts.

Security: Jiggering locks and alarms.

Stealth: The art of not being seen.

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

Survival: How not to drown or die of exposure; how to find things to eat in the Outdoors, avoid camping in a stream bed and other useful things.

ENGINEERING SKILLS

Biosciences: How to produce mutant monstrosities in Alpha Complex's biolabs.

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

Electronic: How to string transistors and stuff together.

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

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

COMPUTER SKILLS

Data Analysis: How to look at Computer-printed stuff and make head or tail of it.

Data Search: How to find something useful using The Computer.

RED CLEARANCE EQUIPMENT LIST

Cost	Item
2	Bottle of Bouncy Bubble Beverage
50	Bullhorn
25	First aid kit
10	Flashlight
50	Gas mask
2	Happiness Energy Bar (candy)
100	Hottorch (combination fire-starter and cutting torch)
5	Picture of video heroine Teela-O- MLY with a mirror on reverse side (a popular lucky charm among Troubleshooters)
25	Personal hygiene kit
1	Plasticord, per meter (synthetic rope)
25	Smoke alarm
25	SuperGum/Solvent
25	Thermos

CHARACTER GENERATION SUMMARY

1. Take a character sheet (see Fold-Out C).
2. Choose a name.
3. Roll once for each attribute.
4. Re-roll for any two attributes. Record rolls on the character sheet.
5. Determine carrying capacity, bonuses, and skill bases (see Attribute Chart).
6. Determine service group (see Service Group Table).
7. Determine mutant power (see Mutant Power Table).
8. Determine secret society (see Secret Society Table).
9. Choose skills. You have 30 points. Skill numbers can't be greater than 12, except for those in which you receive special training, which can go up to 14 (see Service Group Skills Chart).
10. Select and record equipment (see Red Clearance Equipment List).

ROY G. BIV

(Infrared)
Red, Orange, Yellow, Green, Blue, Indigo, Violet
(Ultraviolet)

PERSONAL EQUIPMENT CHART

Cost	Item
Red Clearance	
1	Bag of Crunchheetym Algae Chips
2	Bottle of Bouncy Bubble Beverage
50	Bullhorn
25	First aid kit
10	Flashlight
50	Gas mask
2	Happiness Energy Bar
100	Hottorch
5	Picture of Teela-O-MLY with mirror on reverse
25	Personal hygiene kit
1	Plasticord, per meter
25	Smoke alarm
25	SuperGum/Solvent
25	Thermos
Orange	
20	Barometer/Thermometer
50	Binoculars
1	Dental floss, per 10 meters
5	Foam pad
5	Goggles, protective
10	Hammer
1	Pencil (of clearance color or below)
1	Shoelaces, spare
2	Sunglasses
Yellow	
50	Camera
10	Crowbar
100	Decon suit
10	Hammer
5	Mosquito netting, per square meter
1	Pen (of clearance color or below)
20	Rations, compact, 2 days

Cost	Item
10	Shovel, folding
10	Slide rule
Green	
50	Backpack
1	Box of matches
100	Chapstick
10	Film for camera
2	Insect repellent
5	Magnifying glass
1	Notebook
1	Slide rule instructions
40	Stove, portable
Blue	
20	Electric lantern
100	Geiger counter
100	Hiking boots
50	Knife, utility
1000	Petbot
50	Tent, 1 man
3	Water flask, 1 liter
Indigo	
100	Bicycle
10	Calculator
100	Chainsaw
1	Cigarette lighter
300	Goggles, infrared
1	Nail
10	Watch, pocket
Violet	
500	Hang glider
100	Raft, inflatable
10,000	Robutler
150	SCUBA Gear
10	Umbrella

COMBAT MODIFIERS CHART

Action or Status	Modifier	Affects:
Attacker Wounded	-4	M/A
Target at Point-Blank Range	+4	A
Target Dodging	-4	M/A
Optional Rules		
Attacker's Status		
Movement: Walking	-1	M/A
Running	-4	M/A
Range: Medium	-2	A
Long	-4	A
Defender's Status		
Movement: Walking	-1	M/A
Running or Sprinting	-4	M/A
Cover: Some	-1	A
Partial	-4	A
Nearly Complete	-15	A
Lying Down	-3	A
Lying Down	+5	M

M = affects melee attacks.
A = affects aimed attacks.
M/A = affects both.

HIT LOCATION TABLE (Optional)

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

INSANITY TABLE (Optional)

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

VEHICLE WEAPONS CHART

Weapon	Damage Number	Type	Radius	Range*	Ammo*	Spray*
Laser Cannon I	13	L	—	200m	1	—
Laser Cannon II	13	L	—	200m	2	—
Laser Cannon III	13	L	—	200m	3	—
Anti-Missile Laser	8	L	—	100m	3	S
Sonic Blaster	14	E	50 ⁴	50m	3	—
Firethrower	15	F	—	40m	10	S
Tube Cannon I	5	—	—	200m	1	—
Tube Cannon II	5	—	—	200m	1	—
Missile Racks	5	—	—	15km	1	—
Gas Thrower	6	—	20	20m	10	—

*Optional rule

¹Takes 10 rounds to recharge.

²Takes 5 rounds to recharge.

³Recharges instantly — may fire every round.

⁴Fires in 60 degree cone to front of weapon.

⁵Fires cone rifle shells — see Weapon Chart for effects. Tube Cannon I requires a human loader; IIs are equipped with automatic loaders and fire two shells/round.

⁶Fills area around vehicle with any of the gases available for cone rifle shells.

ARMOR TABLE

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

VEHICLE COMBAT MODIFIERS CHART

Action or Status	Modifier
Attacker's Movement	
Hovering	-1
Going Slow (25 kph or less)	-3
Going Fast (26 kph or more)	-6
Taking Evasive Action	-3
Defender's Movement	
Hovering	-1
Going Slow (25 kph or less)	-3
Going Fast (26 kph or more)	-6
Taking Evasive Action	-3

Use in addition to modifiers from Combat Modifiers Chart.

VECHICULAR ACCIDENTS AND FALLING FROM GREAT HEIGHTS TABLE

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

DAMAGE TABLE

Damage Number	1	2	3	4	5	6	7	8	9	10
No Effect	01-12	01-10	01-09	01-08	01-07	01-06	01-05	01-04	01-03	01-02
Stun	13-20	11-20	10-18	09-16	08-15	07-13	06-11	05-09	04-07	03-05
Wound	—	—	19-20	17-18	16-17	14-17	12-15	10-14	08-13	06-12
Incapacitate	—	—	—	19-20	18-19	18-19	16-18	15-18	14-17	13-17
Kill	—	—	—	—	20	20	19-20	19-20	18-20	18-20
Vaporize	—	—	—	—	—	—	—	—	—	—

TREASON CHART

This is intended to be a set of guidelines, not an exhaustive list. Lots of other things are treason, too.

Treasonous Act	Treason Points
Mutation Registration	5
Suspicion of Mutation Possession	2
Proof of Mutation Possession	5
Incontrovertible Proof of Mutation Possession	10
Possession of Machine Empathy	20
Confessing to Secret Society Membership	5
Suspicion of Secret Society Membership	2
Proof of Secret Society Membership	5
Incontrovertible Proof of Secret Society Membership	10
Knowledge of Communist Doctrine	10
Being a Communist	50
Failure to Complete a Mission	1
Being the Sole Survivor of a Mission	2
Turning Off One's Communicator During a Mission	1
Evading IntSec or Computer Surveillance	1
Doubting The Computer	1
Failure to Be Happy	1
Being Out of Uniform	1
Failing a Hygiene Inspection	1
Disobeying the Order of a Security Clearance Superior	*
Disobeying the Order of a Mission Superior	2
Disobeying The Order of The Computer	5
Failure to Defer to a Citizen of Higher Security Clearance	1
Being Present in a Location of Higher Security Clearance	*
Possessing a Treasonous Skill	10
Damaging, Destroying or Losing Assigned Equipment	*
Possessing Unauthorized Information or Equipment	*
Refusing the Assignment of Experimental Equipment	1
Being Accused of Treason by Another Citizen	2
Making a False Accusation of Treason	5

Loyal Act	Treason Point Reduction
Executing a Traitor	-2
Turning a Traitor Over to Internal Security	-1
Unmasking a Traitor Who is Executed By Someone Else	-1
Completing a Mission	-1
Receiving a Commendation From a Superior	-1
Testing Experimental Equipment, Protecting it From Damage, and Filing a Report of Test Results	-1
Being Extremely Happy	-1

*Number equals the difference in security clearance. (E.g., If a Red traitor disobeys a Green superior, he earns 3 treason pts.)

MISCELLANEOUS EQUIPMENT CHART

Cost	Items	Clearance
100	Asbestos clothing	Green
200	Armor, kevlar	Red
100	Armor, reflec	varies
100,000	Battle armor	Ultraviolet
500	Blaster	Orange
10	Brass knuckles	Red
100	Com I	Red
500	Com II	Yellow
1000	Com III	Green
5000	Com IV	Indigo
1000	Cone rifle	Blue
10,000	Combat suit	Indigo
1000	Docbot I	Orange
10,000	Docbot V	Blue
300	Energy pistol	Yellow
1000	Environment suit	Green
5000	Farraday suit	Blue
100	Field telephone	Red
150	Field telephone (shielded)	Orange
500	Flamethrower	Yellow
400	Force sword	Blue
500	Gauss gun	Indigo
50	Grenade	Red
1000	Hand flamer	Violet
500	Ice gun	Green
10,000	Jackobot	Blue
100	Laser pistol	Red
300	Laser rifle	Orange
600	Multicorder I	Red
1000	Multicorder II	Green
5000	Multicorder III	Indigo
10,000	Multicorder IV	Violet
100	Multicorder programs	varies
750	Needle gun	Blue
300	Neurowhip	Green
2000	Plasma generator	Violet
150	Sonic pistol	Orange
300	Sonic rifle	Orange
500	Slugthrower	Yellow
750	Slugthrower (semi-automatic)	Green
250	Stun gun	Orange
250	Tangler	Green
10	Truncheon	Red

11	12	13	14	15	16	17	18	19	20	Damage Number
01	—	—	—	—	—	—	—	—	—	No Effect
02-03	01	01	01	—	—	—	—	—	—	Stun
04-11	02-10	02-09	02-05	01-04	01-02	01-02	01	—	—	Wound
12-17	11-16	10-15	06-14	05-12	03-10	03-08	02-05	01-02	—	Incapacitate
18-20	17-20	16-20	15-20	13-20	11-20	09-19	06-18	03-14	01	Kill
—	—	—	—	—	—	20	19-20	15-20	02-20	Vaporize

WEAPON CHART

Weapon	Damage Number	Type	Radius	Range* (meters)	Ammo*	Spray*/Area	Weapon	Damage Number	Type	Radius	Range* (meters)	Ammo*	Spray*/Area
Non-Experimental							HE	10	P	—	40	5	S
Laser Pistol	8	L	—	50	6	—	AP	10	AP	—	40	5	S
Laser Rifle	9	L	—	100	6	—	HEAT	12	P	—	40	1	—
Grenade	8	P	5	20	1	A	Napalm	8	F	3	40	1	A
Slugthrower:							Flare	—	—	10	40	1	A
Solid Slug	7	P	—	50	6	—	ECM ¹	10	F	10	40	1	A
Dum-Dum	8	P	—	40	6	—	Gas ²	—	—	5	40	1	A
HE	9	P	—	40	3	—	Cone Rifle:						
AP	9	AP	—	40	3	—	Solid Slug	13	P	—	200	1	—
HEAT	11	P	—	40	1	—	Dum-Dum	15	P	—	200	1	—
Napalm	7	F	3	40	1	A	HE	10	P	5	200	1	A
Flare	—	—	10	40	1	A	AP	17	AP	—	200	1	—
ECM ¹	7	F	10	40	1	A	HEAT	11	P	5	200	1	A
Gas ²	—	—	5	40	1	A	Napalm	8	F	8	200	1	A
Experimental							Flare	—	—	30	200	1	A
Sonic Pistol	7	E	—	60	10	—	ECM ¹	10	F	30	200	1	A
Sonic Rifle	8	E	—	100	10	—	Gas ²	—	—	20	200	1	A
Blaster	9	E	—	50	1	—	Tacnuke	30 ⁶	F	160	200	1	A
Energy Pistol	8	E	—	50	5	—	Melee Weapons						
Ice Gun	8	P	—	50	25	S	Unarmed	5	I	—	—	—	—
Needle Gun	8	AP	—	20	20	S	Force Sword	12	E	—	—	—	—
Flamethrower	11	F	—	20	10	S	Neurowhip	10	E	—	—	—	—
Gauss Gun ¹	9	F	20 ³	20	100	A	Truncheon	8	I	—	—	—	—
Tangler ⁴	—	—	—	50	3	—	Primitive Weapons						
Stun Gun ⁵	—	E	—	40	6	—	Thrown Knife	7	I	—	20	1	—
Hand Flamer	10	F	—	40	3	—	Bow	7	I	—	40	20	—
Plasma	—	—	—	—	—	—	Rock	5	I	—	20	1	—
Generator	20	F	20 ³	20	10	A	Knife	7	I	—	—	—	—
Semi-Automatic Slugthrower:							Sword	9	I	—	—	—	—
Solid Slug	7	P	—	50	10	S	Club	8	I	—	—	—	—
Dum-Dum	9	P	—	40	10	S	Brass Knuckles	6	I	—	—	—	—

*Optional rule.

¹ Does damage only to bot targets.

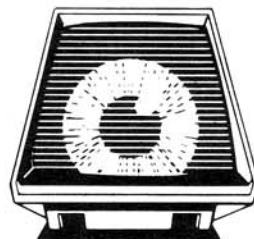
² Poison gas damage is F3; for other gas types, see pages 79-80.

³ These weapons do damage in a 60 degree cone to the firer's front.

⁴ Entangles, does no damage; see page 81.

⁵ Stuns, does no damage; see page 81.

⁶ Yes, there's no damage column 30. Subtract the target's macho rating and any E armor rating from the damage rating; if the modified damage number is still greater than 20, use damage column 20.





Mission Report Form 1A/887-2

Section 1

■ Name _____

Special Assignment (check appropriate box)

- ☐ Team Leader
- ☐ Loyalty Officer
- ☐ Hygiene Officer
- ☐ Equipment Officer
- ☐ Bot Maintenance Officer
- ☐ Communications and Recording Officer
- ☐ Happiness Officer
- ☐ Other _____

Office Use Only
Loyalty Rating



■ Describe, in your own words, your mission assignment.

■ Why were you or weren't you chosen to be Team Leader? _____

■ Name two team members most likely to be Commie Traitors. Why do you think so? _____

■ Name the two team members you trust the most. Why? _____

■ Have you had any Bouncy Bubble Beverage in the last three daycycles? If yes, check the following boxes as appropriate:

- ☐ Yes ☐ No
- ☐ Yes ☐ No
- ☐ Yes ☐ No
- ☐ Yes ☐ No
- ☐ Yes ☐ No

The Computer is my own, private, intimate, personal friend.
The Commie Mutant Traitor threat is worse now than ever before.
The corridor lights are dimmer than usual.
Alpha Complex is shrinking.
I have fuzz on my tongue.

For Office Use Only

Briefing Officer's Name _____

Mission Assignment No. _____

Acceptable Casualty Level _____

Actual Mission Description

Section 2

■ In what way was the actual mission different from the assigned mission? _____

■ Did you succeed in completing your mission? Why? _____

■ If you had been Team Leader, what would you have done differently? _____

■ Which team member was the least help? _____

■ What part of the mission was the most fun? _____

■ What part of the mission was the least fun? _____

- ☐ Yes ☐ No
- ☐ Yes ☐ No
- ☐ Yes ☐ No

If asked by The Computer, would you volunteer for vacuum implosion testing?

Was the mission equipment adequate?

Did you accuse any team member of being a Commie Mutant Traitor? If no, please explain. _____

For Office Use Only

De-Briefing Officer's Name _____

Mission Assignment No. _____

- ☐ Yes ☐ No
- ☐ Yes ☐ No
- ☐ Yes ☐ No
- ☐ Yes ☐ No

Did the team complete their assignment?

Did the team exceed their Acceptable Casualty Level?

Did the Troubleshooter return all original equipment?

Was the Troubleshooter clean and courteous?

In my opinion, _____ performed his mission _____ and deserves...

- ☐ promotion.
- ☐ _____ credit bonus.
- ☐ another chance.
- ☐ extensive brain tissue testing.
- ☐ demotion.
- ☐ summary execution.

Form 1A/887-2 is divided into two sections (Briefing and De-Briefing) and consists of three pages: red, green, blue. The first section should be filled out during the pre-mission briefing. Thereafter, tear off the green carbon copy and hand it to the briefing officer. The second section should be filled out during de-briefing. After filling out, tear off the blue copy and hand it to the de-briefing officer. The red copy should be kept by you as a permanent record of your achievement.

PARANOIA Character Sheet *(Secret Stuff)*

Name _____ Player _____

Secret Society _____ Degree _____

Mutant Power _____

Damage Status	Credits	Personal Equipment

[illegible]

Notes

PARANOIA Character Sheet

Name _____ Player _____

Security Clearance: (IR) R O Y G B I V (UV) Service Group _____

Attributes

Strength _____ Carrying Capacity _____
 Damage Bonus _____
 Endurance _____ Macho Bonus _____
 Agility _____ Agility Skill Base _____
 Dexterity _____ Dexterity Skill Base _____
 Moxie _____ Moxie Skill Base _____
 Chutzpah _____ Chutzpah Skill Base _____
 Mechanical Apt. _____ Mech. Skill Base _____
 Power _____

Weapon	Skill Number	Type	Damage Rating	Range	Experimental?
_____	_____	_____	_____	_____	_____
_____	_____	_____	_____	_____	_____
_____	_____	_____	_____	_____	_____
_____	_____	_____	_____	_____	_____
_____	_____	_____	_____	_____	_____
Armor		Rating			
_____		_____			

Skills

Agility Skill Base:

Force Sword _____
 Grenade _____
 Neurowhip _____
 Primitive Melee Weapons _____
 Truncheon _____
 Unarmed _____

Chutzpah Skill Base:

Bootlicking _____
 Bribery _____
 Con _____
 Fast Talk _____
 Forgery _____
 Interrogation _____
 Intimidation _____
 Motivation _____
 Oratory _____
 Psychescan _____
 Spurious Logic _____

Dexterity Skill Base:

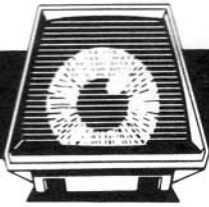
Energy Weapons _____
 Field Weapons _____
 Laser Weapons _____
 Primitive Missile Weapons _____
 Projectile Weapons _____
 Vehicle Aimed Weapons _____
 Vehicle Field Weapons _____
 Vehicle Launched Weapons _____

Mechanical Skill Base:

Autocar Op. & Maint. _____
 Copter Op. & Maint. _____
 Crawler Op. & Maint. _____
 Docbot Op. & Maint. _____
 Flybot Op. & Maint. _____
 Habitat Engineering _____
 Hover Op. & Maint. _____
 Jakobot Op. & Maint. _____
 Scrubot Op. & Maint. _____
 Transbot Op. & Maint. _____
 Vulturecraft Op. & Maint. _____

Moxie Skill Base:

Biochemical Therapy _____
 Biosciences _____
 Chemical Engineering _____
 Data Analysis _____
 Data Search _____
 Demolition _____
 Electronic Engineering _____
 Mechanical Engineering _____
 Medical _____
 Nuclear Engineering _____
 Security _____
 Stealth _____
 Surveillance _____
 Survival _____



Termination Voucher

This Document Entitles the Bearer to Terminate

*Who has been proven to be a Traitor to Alpha Complex and
The Computer*

*Affix Photograph of
Traitor Here*

Name of Traitor:

Last Known Location:

Last Assignment:

Height:

Weight:

Distinguishing Features:

Known Associates:

*Affix Photorepro
of Traitor's
Tongueprint Here*

The above-named Traitor has been convicted of the following charges:

- ☐ Destruction or ☐ Defacement of Computer Property
- ☐ Theft or ☐ Hoarding of Computer Property/Services
- ☐ Injury or ☐ Reckless Endangerment of Fellow Citizen(s)
- ☐ Communist Activities
- ☐ Wrongful Accusation of Treason
- ☐ Possession of Treasonous Items
- ☐ Possession or ☐ Use of Unregistered Mutant Power
- ☐ Member of Secret Society
- ☐ Breach of Security Clearance
- ☐ Failure to Report Treason
- ☐ Failure to Report Failure to Report Treason
- ☐ Failure to Obey an Order from The Computer
- ☐ Failure to Obey an Order from a Citizen of Higher Security Clearance
- ☐ Failure to Follow Correct Alpha Complex Procedures
- ☐ Failure to Comply with Regulation 135.17/69a-12B
- ☐ Failure to Maintain Proper Hygienic Standards
- ☐ Failure to Report to Detention or ☐ Compulsory Morning Exercises
- ☐ Putting Fizz-Wizz in a High Programmer's Shower Head
- ☐ Bribery
- ☐ Conspiracy
- ☐ Counterfeiting
- ☐ Forgery
- ☐ Photocopying Adventure-gaming ☐ Rules or ☐ Charts and Tables Without Permission from the Publisher
- ☐ Extortion
- ☐ Kidnaping or ☐ Detention of Citizen without Computer Permission
- ☐ Obstructing an IntSec or ☐ Troubleshooter Mission
- ☐ Falsifying Information
- ☐ Resisting Hygienic Processing or ☐ Medical Treatment
- ☐ Leaving a Sector without a Sector Transfer or Other Authorization
- ☐ Tampering with a Food Vat
- ☐ Treason by Thought
- ☐ Treason by Word
- ☐ Treason by Deed
- ☐ Other Treasonous Activity (Please Specify): _____

Traitor's Voiceprint

DNA Pattern

Traitor's Retinal Patterns

Name of Terminating Agent: _____

Date of Termination: _____

Time of Termination: _____

Location of Termination: _____

Form 16.2.83/A117.

PARANOIA

Foldout C

4

L. Thumb

R. Thumb

L. Index

R. Index

L. Middle

R. Middle

L. Annular

R. Annular

L. Pinky

R. Pinky

Left

Right

PC# 1: Ed-R-MRO-1

Secret Society: PSION

Secret Society Rank: 1

Mutant Power(s):

Pyrokinesis (registered),

Telepathy (unregistered)

Attributes

Strength _____ 10

Agility _____ 8

Chutzpah _____ 6

Dexterity _____ 8

Endurance _____ 10

Mechanical Apt. _____ 9

Moxie _____ 11

Power _____ 15

Skill Bases/Bonuses

Macho Bonus _____ 0

Damage Bonus _____ 0

Carrying Cap. _____ 25

Skill Bases

_____ 2

_____ 1

_____ 2

_____ 2

_____ 3

_____ 3

Background: "Uh, excuse me. What were we talking about? Oh, yeah. I was just, just, juss..."

"Zzzz..."

"What? What? Oh. Sorry about that, you startled me. Here, let me help you... Say, does anybody know if there's a burn unit around here?"

Being a registered mutant isn't easy. People staring and cursing at you; your superiors at HPD & MC ignoring you for months at a time or giving you the most dangerous assignments; and the weird medicines those psychos in R&D Mutant Studies keep testing on you. Let's face it: Life sucks.

But then again, the alternative doesn't look so good either. So you'll put up with the abuse, and maybe occasionally even get a little of your own back on the others.

Your latest play is to claim that the experimental Mutego medicine you're on makes you drowsy — and also makes your power go off spontaneously. What fun. (Actually, you have no idea what the Mutego pills really do: you replaced them with aspirin the second you had the chance.)

You don't know anything about your new mission or your fellow Troubleshooters. But considering what your HPD bosses think of you, the mis-

sion is probably suicide and the others are more than likely jerks or Commies or both.

Favorite Food: Krakleteens

Favorite Vidshow: Bake the Traitor

Treasonous Possessions: One thermonuclear hand grenade. (Originally stolen from R&D, you bought it on the black market for a song — maybe because the thing's blast radius is probably greater than the distance anybody can throw it.)

Current Secret Society Mission: A recent purge has virtually wiped out all of PSION's agents in IntSec. If possible get evidence that Mick-R-THY-2, an undercover IntSec agent, has a mutant power, and blackmail him into joining PSION.

PC# 2: Steve-R-STN-1

Secret Society: Sierra Club

Secret Society Rank: 1

Mutant Power(s):

Energy Field

Attributes

Strength _____ 20

Agility _____ 19

Chutzpah _____ 11

Dexterity _____ 13

Endurance _____ 15

Mechanical Apt. _____ 4

Moxie _____ 5

Power _____ 7

Skill Bases/Bonuses

Macho Bonus _____ 2

Damage Bonus _____ 2

Carrying Cap. _____ 65

Skill Bases

_____ 5

_____ 3

_____ 3

_____ 1

_____ 1

_____ 1

Background: "I dunno. Looks pretty busted up to me. Lemme try—"

Sproing!!!

"Oops. Well, would you look at that. Came right off. Hmmm.

"I got some duct tape in my box; I'll just — ugh — strap this sucker back on... there! Good as new! Well, gotta go now. Bye!"

So you're big and strong. So what? People think that just because you're big and strong, you gotta be stupid. Oo, that makes you mad! Why, just the other day, when that Violet citizen said, "Out of the way, Stupid!" you were so mad you just reached over and popped her head clear off her body!

Which, come to think of it, was pretty stupid. (Sure glad nobody saw it.)

Ge. Maybe they're right. Maybe you are stupid. But then, maybe folks who go around sayin' mean stuff about a guy who can pop their heads clear off ain't too smart themselves, are they?

It's all pretty confusing. You'd like to just forget the whole thing and just go out and live in Nature, surrounded by animals and bugs and trees and stuff. You figure they probably need a good bot repairman Outdoors, what with all the rain and dirt and stuff.

Favorite Saying: "Serve The Computer or I'll pop your head right off."

Favorite Food: Hot Fun with Wipkreem topping.

Favorite Vidshow: The Nightly Test Pattern

Treasonous Possessions: None

Current Secret Society Mission: Armed Forces goons have been trashin' Sierra Club hangouts in Outdoors. Wanda-R-FUL-1 or Butch-R-BLK-1 is an Armed Forces plant. Find out which and pop his or her head right off. Or just pop both their heads off. By the way, watch that geek Mick-R-THY-2: he's obviously an IntSec plant.

PC# 3: Mick-R-THY-2

Secret Society: Free Enterprise

Secret Society Rank: 1

Mutant Power(s):

Levitate

Attributes

Strength _____ 16

Agility _____ 11

Chutzpah _____ 3

Dexterity _____ 10

Endurance _____ 12

Mechanical Apt. _____ 8

Moxie _____ 7

Power _____ 11

Skill Bases/Bonuses

Macho Bonus _____ 1

Damage Bonus _____ 1

Carrying Cap. _____ 45

Skill Bases

_____ 3

_____ 0

_____ 2

_____ 2

_____ 2

_____ 2

Background: "That darn Computer! Don't you agree?"

"I think that Commies are just the most interesting people! Are you one? Huh? No, really! Are you? C'mon, tell me, tell me!"

"If you show me your mutation, I'll show you mine!"

"Pssst — wanna buy some treasonous stuff? Huh? Aw, c'mon — you can trust me..."

Mick-R-THY-1 — ace IntSec agent! Posing as a mild-mannered HPD & MC exercise monitor, you seek out Commies, mutants and traitors in the name of The Computer. Someday you'll catch one, too.

It's funny: other agents don't seem to have any trouble finding Commies and mutants and traitors. Maybe you need to work on your traitorous patter... Oh well.

You're pretty excited. The chief told you about your new assignment: you're gonna go along on some kind of a strange mission HPD & MC's running and keep an eye out for any Commie-looking behavior. He suggests that you just skip the stupid disguises, but you know that evil-doers certainly would never attempt any wrongness knowing you're an IntSec officer, so you'll once again don your famous "HPD exercise officer" cover.

Favorite Holiday: Breakfast Appreciation Day

Favorite Food: Sludgettes with X-tra Nitrites!

Favorite Vidshow: Rack of Fortune with Van-R-WHT

Treasonous Possessions: One-hundred little yellow pills hidden in heel of right boot. (Part of your Free Enterprise mission; see below.)

Current Secret Society Mission: Some time during the mission, somebody is going to jump up and yell, "Aiiee, we're all going to die!" That's the password. You are to slip off alone with that clone and turn the little yellow pills over to him or her. The clone in return will hand you 2500 credits in small bills. Take the credits back to your dorm as soon as possible. Eat them if you are captured.

In addition: Steve-R-STN-1 recently killed one of FE's operatives. Balance the books.

PC# 4: Jerry-R-IGG-2**Secret Society:** Death Leopard**Secret Society Rank:** 1**Mutant Power(s):**

Deep Probe

Attributes		Skill Bases/Bonuses	
Strength	12	Macho Bonus	0
		Damage Bonus	0
		Carrying Cap.	25
Skill Bases			
Agility	6		1
Chutzpah	10		2
Dexterity	11		3
Endurance	12		
Mechanical Apt.	18		5
Moxie	9		2
Power	3		

Background: "Look, are you guys really sure this is safe? I mean, you wouldn't lie to me, would ya? I mean, I ain't gettin' in that thing unless you promise that it ain't gonna explode like the last one..."

"Oh, gollie-wow! Just look at the time! I've got ta' head for my six o'clock Computer Appreciation class! Bye now..."

"No, no, wait! Please don't make me get in there! It's gonna blow, I just know it! Aiieeee!"

It's ironic, all those R&D bigwigs thinking you're a stone coward, when, in fact, you're really that Master of Disaster, that Ultimate Dude, that Bad-dest of Death Leopards — Captain X-Sess!

Whatta scam! Working in R&D vehicles gets you access to all sorts of goodies — weapons, bombs, paint, 10-meter-tall combots — and since R&D warehouses disappear in a cloud of radioactive dust about once a month, who's to know if something's missing? And even if the do find out, who's gonna connect the disappearance with meek, cowardly Jerry-R-IGG-2?

Still, it's annoying the way everybody calls you a scardie-bot; you're looking for a chance to get even. You hear you are going to be assigned to a mission involving some kind of experimental vehicle — if it were to bomb (so to speak), all your

bosses would get a nice big black eye.

Captain X-Sess strikes again!!

Favorite Treasonous Slogan: "If you can't eat it, blow it up."

Favorite Food: Dr. Gism-O's Real Downhome Process Cheez Balls with Plankton Stuffin'

Favorite Vidshow: Beat the Press

Treasonous Possessions: Three kgs plastic explosive disguised as 10 Dr. Gism-O's Process Cheez Balls. Radio detonator hidden in handle of lunchbox. Each ball can be detonated separately, or all at once.

Whizzer: You won this blaster off of a Vulture guard in a game of Cronkie; since you're not cleared for such a weapon, you glued some neat-looking doodads on it to make it look experimental.

Current Secret Society Mission: Hey dude, if'n you get a chance to make somethin' like blow up, well, go fer it! While yer at it, if you can arrange so as to have one of those stone geeks from FCCCP sittin' in whatever's blowin' up, all the better!

PC# 5: Wanda-R-FUL-1**Secret Society:** Romantics**Secret Society Rank:** 1**Mutant Power(s):**

Empathy

Attributes		Skill Bases/Bonuses	
Strength	13	Macho Bonus	0
		Damage Bonus	0
		Carrying Cap.	30
Skill Bases			
Agility	18		5
Chutzpah	11		3
Dexterity	14		3
Endurance	15		
Mechanical Apt.	7		2
Moxie	13		3
Power	4		

Background: "You there! Yeah, you! Look at your jumpsuit! It's a mess! I guess you think maybe The Computer's hygiene rules don't apply to you, huh?"

"Uh, sure they do, but, like, I've gotta clean out this sewer drain—"

"Shut up! You Commie scum always got some excuse for your treason. Alright, I'll let you off this time with just a warning — and a fine of 25 credits. Pay up!"

"25 credits! But I haven't got 25 cred—"

Zzzzzt!!!!

Life is hard enough around here without dirty, filthy Commies ruining the place with slovenly dressing habits and poor posture. You long for the Good Old Days, when superheroes like Mr. Kleen, Dustbuster, and Tide-I-BOL-man scoured the world looking for dirt and adventure.

In you're own small way, you're doing your part to bring cleanliness back to Alpha Complex. Dirty shoes, runny noses, dusty hallways — you simply don't tolerate 'em. You prefer to levy fines to punish evildoers — you're trying to save up 500 credits for tickets to the next Lib-R-ACI concert.

Favorite Food: Squishies 'n' Kreem

Favorite Vidshow: Mikey the Scrubbot Versus the Commies from HEL Sector

Treasonous Possessions: One tattered copy of the April 20th 1967 TV Guide with Phil Donahue on the cover.

Current Secret Society Mission: It's rumored that this mission will take you Outside. If so, keep a sharp eye out for any Old Reckoning artifacts, especially the magical Keebler Tollhouse. (According to legend, if you drop a "quart" in the "basket" the gate will open, letting you drive into worlds of chocolate delight.)

PC# 6: Butch-R-BLK-1**Secret Society:** Frankenstein Destroyers**Secret Society Rank:** 1**Mutant Power(s):**

Regeneration

Attributes		Skill Bases/Bonuses	
Strength	13	Macho Bonus	0
		Damage Bonus	0
		Carrying Cap.	30
Skill Bases			
Agility	12		3
Chutzpah	8		2
Dexterity	9		2
Endurance	8		
Mechanical Apt.	9		2
Moxie	14		3
Power	14		

Background: "You know, son, you're pretty lucky — here, I'll just drive this in another couple centimeters... there. You know, in the old days these operations — now, just hold onto this real tight — used to require full anesthesia and — no, no, don't let go, I haven't cauterized it yet — a full team of surgeons and nurses. But now — ok, you can relax; oops, my mistake; I'll just throw another bottle of plasma on — we've found that they can be performed quite adequately on an outpatient basis! Isn't that wonderful?"

"Son?"

"Hello?"

You're a dedicated doctor. You live to serve the sick and injured, and you are constantly looking for ways to improve the average clone's life.

That, in fact, is why you joined the Frankenstein Destroyers. You have documented evidence that proves associating with computers and bots leads to depression, hypertension, and tooth decay. Clonekind will never be truly physically fit until artificial intelligence is destroyed.

In the meantime, you will continue to strive for innovations in modern medicine. The autohypo, for example: a hand-held semi-automatic hypodermic gun with all the range and stopping power of a

slugthrower! Oh, you occasionally forget which ammunition pellets are which (they look alike), but, all in all, its still a pretty impressive device.


Favorite Body Part: The Spleen


Favorite Food: Blippy salad


Favorite Vidshow: Those Amazing Yeasts


Treasonous Possessions: The autohypo isn't exactly treasonous, you don't think, but maybe it would be a good idea if none of your superiors saw you using it quite yet.


Current Secret Society Mission: Destroy all bots and bot brains you can. Also, Mick-R-THY-1 is some kind of a stinking IntSec officer; kill him.


PC# 4: Jerry-R-IGG-2	Service Group: R&D	Security Clearance: RED	Player Name: _____																													
	Improved Skills Agility Skill Base _____ 1 Chutzpah Skill Base _____ 2 Fast Talk _____ 4 Motivation _____ 4 Dexterity Skill Base _____ 3 Field Weapons _____ 8 Laser Weapons _____ 5 Vehicle Aimed Weapons _____ 5 Mechanical Skill Base _____ 5 Vehicle Autopilot _____ 7 Veh. Opt. & Maint. (Crawler) _____ 8 (Flybot) _____ 6 (Transbot) _____ 6 Moxie Skill Base _____ 2 Demolition _____ 9 Biosciences _____ 3 Chemical _____ 5		Personal Equipment 1 laser pistol 1 Red laser barrel 1 ultrawhizzer 2 ultrawhizzer reloads 1 Red reflec armor 1 Red jumpsuit w/utility belt & pouches 1 com unit I 1 stylus and notebook 1 "I Heart The Computer" lunchbox containing 10 Dr. Gizmo's Real Downhome Process Cheez Balls with Partially-Hydrogenated Plankton Stuffin' 2 liters Easy-Dayz Mineral Waterette																													
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Ultrawhizzer	8	E	9	50	Y																											

PC# 5: Wanda-R-Ful-1	Service Group: CPU	Security Clearance: RED	Player Name: _____																													
	Improved Skills Agility Skill Base _____ 5 Chutzpah Skill Base _____ 3 Fast Talk _____ 8 Intimidation _____ 9 Dexterity Skill Base _____ 3 Laser Weapons _____ 11 Projectile Weapons _____ 8 Mechanical Skill Base _____ 2 Moxie Skill Base _____ 3 Old Reckoning Cultures _____ 5 Data Analysis _____ 7		Personal Equipment 1 laser pistol 2 Red laser barrels 1 slugthrower 1 bandoleer slugthrower ammunition 12 dum-dum bullets 12 AP slugs 6 napalm slugs 6 vomit-gas slugs 1 Red reflec armor 1 Red jumpsuit w/utility belt & pouches 1 flashlight 25 meters rope 1 com unit I 1 stylus and notebook																													
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Slugthrower	8	*	*	*	N																											

PC# 6: Butch-R-BLK-1	Service Group: HPD	Security Clearance: RED	Player Name: _____																													
	Improved Skills Agility Skill Base _____ 3 Chutzpah Skill Base _____ 2 Oratory _____ 5 Dexterity Skill Base _____ 2 Laser Weapons _____ 5 Projectile Weapons _____ 10 Mechanical Skill Base _____ 2 Robot Opt. & Maint. (Docbot) _____ 3 Moxie Skill Base _____ 3 First Aid _____ 8 Medical _____ 8 Mechanical _____ 8		Personal Equipment 1 laser pistol 1 Red laser barrel 1 Autohypodermic Autohypodermic doses 6 doses Sleepytyme 6 doses Combatquik 6 doses antibiotics 6 doses B-complex vitamins (loaded in succession in one big clip; i.e., 1 dose Sleepytyme, followed by 1 dose Combatquik, followed by 1 dose antibiotic...) 1 Red reflec armor 1 Red jumpsuit w/utility belt & pouches 1 black bag w/bandages, splints, needles, twine, insta-seal lung repair kit (3 applications), steel spikes, short rubber hose, clamps, nails, styptic pencil, big mallet and hand drill 1 com unit I 1 stylus and notebook																													
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PC# 1: Ed-R-MRO-1	Service Group: HPD & MC	Security Clearance: RED	Player Name: _____																																						
 <p>Mutant</p>	Improved Skills Agility Skill Base _____ 2 Moxie Skill Base _____ 3 Unarmed _____ 6 First Aid _____ 5 Chutzpah Skill Base _____ 1 Bootlicking _____ 6 Con _____ 6 Dexterity Skill Base _____ 2 Laser Weapons _____ 10 Mechanical Skill Base _____ 2 Habitat Engineering (Communications) _____ 6 Robot Op. & Maint. (Jackobot) _____ 4		Personal Equipment 1 laser pistol 1 Red laser barrel 1 Red reflec armor 1 Red jumpsuit w/utility belt & pouches 1 com unit I 1 stylus and notebook 24 Mutegeo mutation suppression pills 10 applications Morphie burn cream 1 autographed Teela O'Malley plasticup																																						
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PC# 2: Steve-R-STN-1	Service Group: Tech. Services	Security Clearance: RED	Player Name: _____																																						
	Improved Skills Agility Skill Base _____ 5 Moxie Skill Base _____ 1 Grenades _____ 8 Electronic Engineering _____ 2 Primitive Melee Weapons _____ 10 Mechanical Engineering _____ 4 Chutzpah Skill Base _____ 3 Intimidation _____ 5 Dexterity Skill Base _____ 3 Laser Weapons _____ 7 Projectile Weapons _____ 5 Mechanical Skill Base _____ 1 Robot Opt. & Maint. (Docbot) _____ 6 Robot Opt. & Maint. (Jackobot) _____ 6		Personal Equipment 1 laser pistol 1 Red laser barrel 1 Red reflec armor 1 Red jumpsuit w/utility belt & pouches 1 com unit I 1 stylus and notebook 1 big red toolbox with wrenches, pliers, screwdrivers, wire nuts, soldering iron, duct tape, and hose clamps 1 extra-large monkey wrench																																						
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Monkey Wrench	10	I	8	—	N																																				

PC# 3: Mick-R-THY-2	Service Group: HPD	Security Clearance: RED	Player Name: _____																																						
	Improved Skills Agility Skill Base _____ 3 Truncheon _____ 8 Unarmed _____ 6 Chutzpah Skill Base _____ 0 Bootlicking _____ 4 Spurious Logic _____ 3 Dexterity Skill Base _____ 2 Laser Weapons _____ 12 Mechanical Skill Base _____ 2 Moxie Skill Base _____ 2 Surveillance _____ 7		Personal Equipment 1 laser pistol 3 Red laser barrels 1 truncheon 1 Red reflec armor 1 Red jumpsuit w/utility belt & pouches 1 pr. customized Red jackboots 1 pr. binoculars w/infrared snooperscope 1 com unit I 1 stylus and 3 notebooks																																						
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Laser Pistol	12	L	8	50	N		130																																		
Truncheon	8	I	8	—	N																																				

//IOGC.MA.0.7//
MISSION ALERT MIS
SION ALERT MISSIO
N ALERT MISSION A
LERT MISSION ALER
Greetings, Citizen. You
r services are required
Report to Briefing Ro
om IOGC. Refer to ap
pended map. Your Mis



sion: an expedition to
OUTDOORS sector. Y
our Mission Objectives
: 1. Make a reconnais
sance patrol along a de
signed route. 2. Sear
ch for evidence of Co
mmunist activity. 3. Re
turn and make a full re
port. Bring your full kit
: Don't forget your mitt
ens, it's cold Outside.
A team leader awaits y
ou at the Briefing Room
. Your team leader is a
n exemplary Troublesho
oter and above reproac
h. You are in good han
ds. This mission is our
little secret. Don't tell a
nyone about it. You're
just going for a little wa
lk, got it? Thanks for yo
ur cooperation. Your Fr
iend, The Computer
T MISSION ALERT MI
SSION ALERT MISSIO
N ALERT MISSION A
LERT MISSION ALE

//Standard Equipment Manifest/Personnel Voucher/Bouncy Bubble Beverage Referral

Form//IOGC.HO.SE.JB.2.3//

Date: _____ Time: _____

Authorization Number: _____

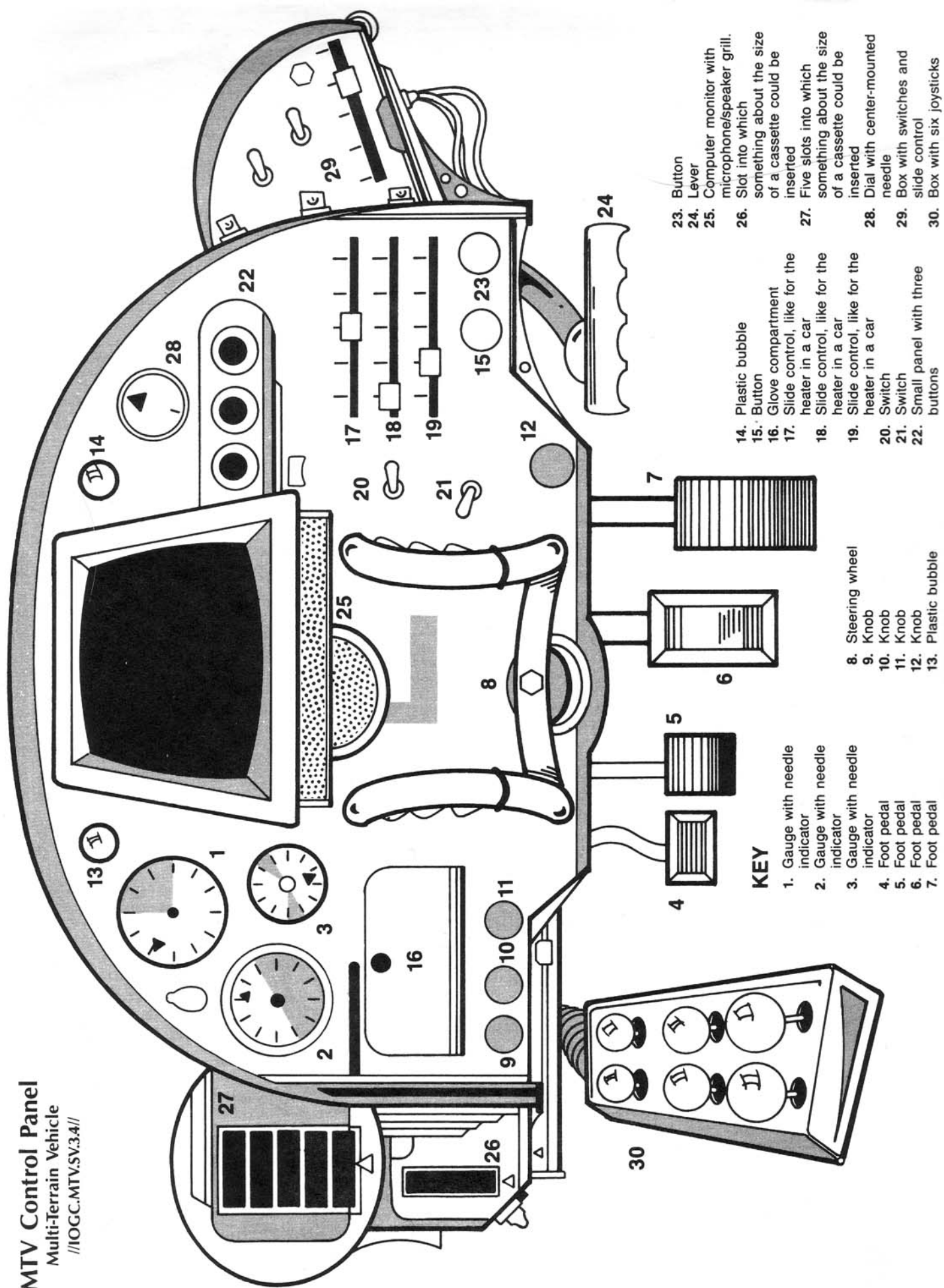
To be filled at PLC Outfitting Depot # _____

Mission Group _____
(insert mission group #)

is hereby issued the following items:

2 laser pistols
3 laser rifles
18 violet laser barrels (warning: use of violet laser barrels by Citizens of Indigo clearance or lower is treason)
1 cone rifle
32 assorted cone rifle shells
144 individually-wrapped chewable Smile-Up Happiness pills
1 meter Sinclair molecule chain
7 com 1 units
84 tubes concentrated algae bits
2 cases (classified) repellent
2 pair binoculars with infrared filters
1 carton (classified) antidote
6 grenades
25 liters water and 10 1-liter canteens
10 backpacks
10 pairs thermal gloves
1 multicorder I
1 docbot model V
1 jackobot model 360
3 Red insulated jumpsuits
50 meters rope
50 meters twine**break** //from: ed-y-rko-4
//to: meg-o-fun-2//message: larry-i says this is a one-way mission—code
7—dead end: you can assign these suckers anything:
//from: meg-o-fun-2 //to: ed-y-rko-4 //message: thanks ill clean out the warehouse
continue
200 gallons toxic waste
437 wing nuts
10 liters active genetic material in 4% protein broth
25 used graphite damping rods
519 size 14 left-foot jackboots
15 kgs ice 9
132 cases "Classic" Bouncy Bubbly Beverage
1 firkin neutronium
22,000 oval ballbearings
1 1000 kg life-size Teela O'Malley statue
1 skippy the wonderbot

MTV Control Panel Multi-Terrain Vehicle //IOGC.MTV.SV.3.4//



KEY

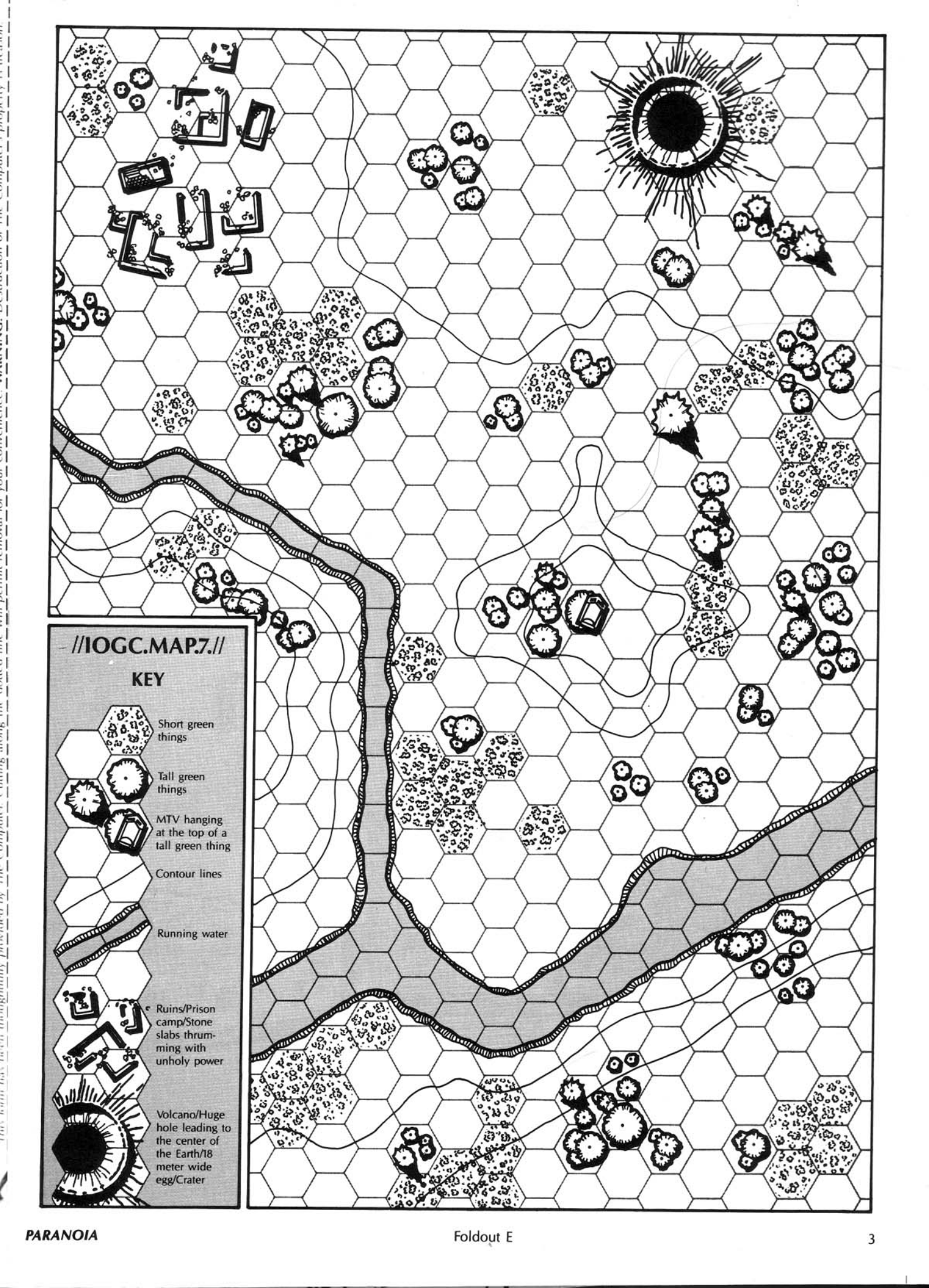
1. Gauge with needle indicator
2. Gauge with needle indicator
3. Gauge with needle indicator
4. Foot pedal
5. Foot pedal
6. Foot pedal
7. Foot pedal

8. Steering wheel
9. Knob
10. Knob
11. Knob
12. Knob
13. Plastic bubble

14. Plastic bubble

15. Button
16. Glove compartment
17. Slide control, like for the heater in a car
18. Slide control, like for the heater in a car
19. Slide control, like for the heater in a car
20. Switch
21. Switch
22. Small panel with three buttons

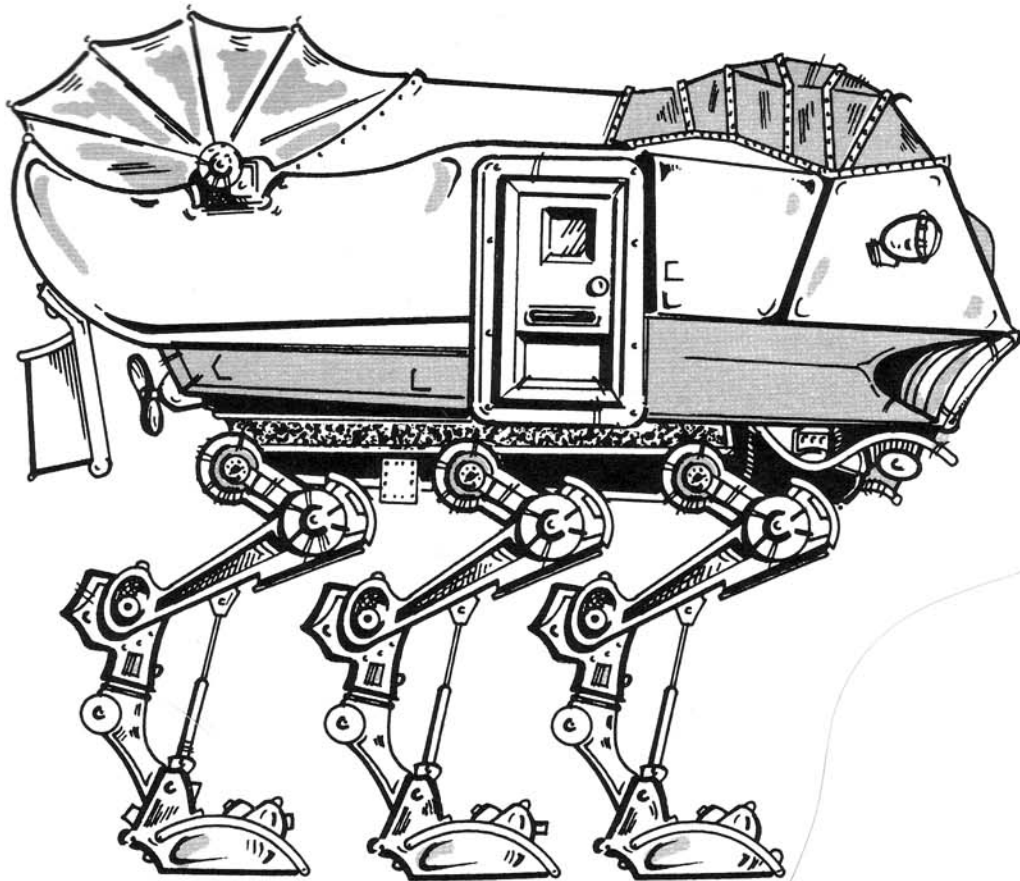
23. Button
24. Lever
25. Computer monitor with microphone/speaker grill.
26. Slot into which something about the size of a cassette could be inserted
27. Five slots into which something about the size of a cassette could be inserted
28. Dial with center-mounted needle
29. Box with switches and slide control
30. Box with six joysticks



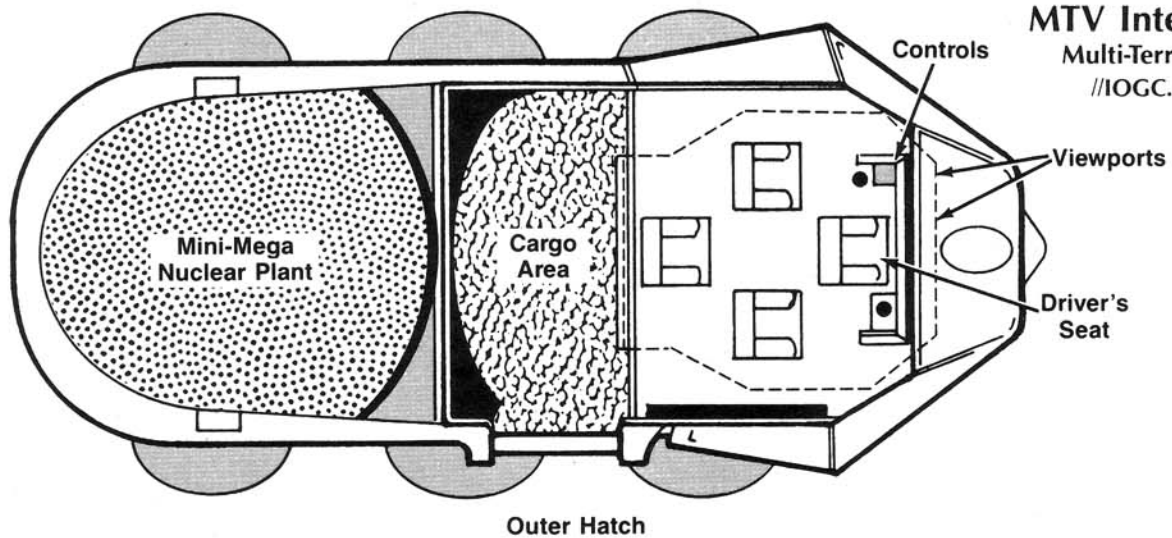
IOGC.MAP.7.

KEY
























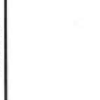
- Short green things
- Tall green things
- MTV hanging at the top of a tall green thing
- Contour lines
- Running water
- Ruins/Prison camp/Stone slabs thrumming with unholy power
- Volcano/Huge hole leading to the center of the Earth/18 meter wide egg/Crater



MTV Side View
Multi-Terrain Vehicle
//IOGC.MTV.SV.3.4//



MTV Interior View
Multi-Terrain Vehicle
//IOGC.MTV.3.8//

 PC #1	 PC #2	 PC #3	 Grund-G	 Lubi-GSV-2							 Jackobot
 PC #4	 PC #5	 PC #6	 Paul-GSV-1	 Mani-GSV-3							 Docbot

IOGC NPC Chart

Name and Background	Mutant Power (s)	Armor	Weapons	Important Skills
EPISODE 1				
Briefing Room Hall				
Indigo HPD & MC Guards (2): Flash Gordon-style outfits; expressionless Buckingham Palace robot killers.	Levitate X-Ray Vision	Reflec (L4)	Laser (12) Truncheon (14)	Intimidation (15) Interrogation (10)
Briefing Room				
Indigo HPD & MC Guards (4): Same as above.				
Violet HPD & MC Guard: Same as above, only more so.	Electroshock	Reflec (L4)	Laser (15) Unarm. (18) Psychescan (13)	
Briefing Personnel				
Peter-I-TOL-4: HPD bigwig; pleasant, well-spoken, real scary.	Teleport	Glassine (ALL6)	None	Oratory (15)
Grund-G-GUY-3: HPD middle-level fall guy; surly, belligerent, contemptuous mission leader.	Mindblast	Reflec (L4)	Laser (15) Unarm.(18) Knife (12)	Intimidation (14) Jackobot Op. (14)
Ness-Y-LOK-3: IntSec rep; rabid anti-Commie.	Telepathy	Glassine (ALL6)	Laser Rifle (18)	Interrogation (15)
Dr. Num-O-NTS-5: Glorified R&D clerk; stupid ideas.	Pyrokinesis	Glassine (ALL6)	None	Bureaucracy (18)
EPISODE 2				
HPD & MC Temporaries				
Lubi-GSV-2: Big dull infrared lout.	Regeneration	None	Unarmed (6)	Lug Heavy Things (10)
Paul-GSV-1: Little whiny infrared geek	Deep Probe	None	Unarmed (4)	Bootlick (10)
Mani-GSV-3: Average-looking guy (IntSec spy).	Adren. Control	Reflec (L2)	Unarmed (10)	Stealth (12)
Commissary				
PLC Clerks (20): Dull-witted uncooperative bureaucrats.	None	Reflec (L4)	Laser (6) Unarmed (8)	Waste Time (12)
PLC Guards (5): Bored gun jockeys itching for trouble.	None	Reflec (L4)	Laser Rifle (10) Truncheon (8)	Look Bored (12)
Meg-O-FUN-2: Standard-issue uncivil servant.	Suggestion	Reflec (L4)	Laser (4) Unarm. (8)	Bootlicking (13)
EPISODE 3				
PDQ Sector R&D Headquarters				
R&D Guards (10-100): Unthreatening-looking nerds with lasers.	Various	Reflec (L4)	Laser Rifle (8) Unarmed (8)	Avoid Radiation (14)
R&D Techs: Scientists with real short life-spans.	Various	None	Unarmed (6)	Science Stuff (10)
Oscar-Y-OLD-4: Exceedingly clever man in hopelessly crippled body (kinda gets ya right here, don't it?)	Mech. Int.	None	None	Electronics (17) Mech. Engineering (14)
Schnect-B-WAR-4: Brilliant scientist who spouts treason all the time.	Mindblast	None	Unarmed (5)	Mech. Engineering (17) Chem. Engineering (14)
Stanley-B-CUS-2: Incompetent scientist with great political connections.	Telepathy	DX7: self-designed (ALL0)	Unarmed (3)	Bureaucracy (16) Electronics (6) Bootlicking (7) Biosciences (5)
Walley-Y-BEV-2: Obvious IntSec plant.	Energy Field	None	Unarmed (8)	Security (10)
Samson-G-ONE-4: Head administrator; third-rater with connections.	Suggestion	None	Unarmed (5)	Bureaucracy (16)
PDQ R&D Vehicle Test Facilities				
Green-level R&D Guards (2): More geeks with heavy weaponry	Assorted	Reflec (L4)	Laser (10) Laser Rifle (10)	Avoid Volunteering to Test Anything (8)
More R&D Techs: Just like the other ones.	Various	None	Unarmed (6)	Vehicle Stuff (7)
Zim-R-MEM-6: Exceedingly polite; on his last clone and knows it; means well.	Precognition	Reflec (L4)	Laser Pistol (8)	Data Search (10)

IOGC NPC Chart (Continued)

Name and Background	Mutant Power (s)	Armor	Weapons	Important Skills
EPISODE 4				
The Deep Blue Sea				
Sharks, Flipper, killer whales, men from Atlantis: Improvising again, huh? Good for you!	Beats Us	Leather (12)	Flippers (12)	Breathe Under Water (19)
EPISODE 8				
The Alamo				
The Black Disk Clan (100): Frenzied post-holocaust low-tech savages	None	Leather (11)	Knife (12) Unarmed (12)	Hunt (10) Gather (10)
War Band Leaders (4): Middle-level executive savages.	None	Leather (12)	Knife (15) Unarmed (15)	Push Around Warriors (17)
Priests of MTV (2): Witchdoctor savages with big brains.	See page 130	Leather (12)	Truncheon (10) Unarmed (12)	Chant Mysteriously (19) Psychescan (14)
Chief's Son; Big-wig savage.	None	Leather/Plate (13/L2)	Pointed Stick (17) Unarmed (17)	Intimidation (17) Motivation (17)
EPISODE 9				
The Land Which Time Forgot				
Giant Mutant Radioactive Cockroaches: Polite, well-bred Mutant cockroaches the size of ocean liners from the Bronx looking for Proust and Renoir.	Gain intelligence and grow to the size of ocean liners.	10-meter thick carapace (ALL16)	Stomp (19)	Art Appreciation (12) Frighten Puny Humans (15)

IOGC PC Reference Chart

Note: because of space limitations the pregenerated PC cards show only the characters' improved skills; remind the players that their characters can use any skill at their skill base level.

Name / Service Group / Secret Society / Mutation	Unarmed Skill	Weapon (Skill# / Damage)	Important Skills	Important Equipment
PC #1: Ed-R-MRO-1 / HPD & MC / PSION / Pyrokinesis (registered) Telepathy (unregistered)	6	Laser Pistol (10/8L)	Bootlicking (6) Con (6) Habitat eng. (Comm.) (6)	Thermonuclear Grenade (Damage: 25L 200m radius)
PC #2: Steve-R-STN-1 / Tech / Sierra Club / Energy Field	5	Laser Pistol (7/8L) Wrench (10/8I)	Grenade (8) Docbot & jackobot op. (6)	Monkey wrench; toolcase w/ assorted repair stuff
PC #3: Mick-R-THY-2 / HPD (IntSec undercover) / Free Enterprise / Levitate	6	Laser Pistol (12/8L) Truncheon (8/8I)	Bootlick (4) Surveillance (7)	Infrared binoculars; 100 sleeping pills hidden in boot
PC #4: Jerry-R-IGG-2 / R&D / Death Leopard / Deep probe	1	Laser Pistol (5/8L) Ultrawhizzer — disguised blaster (8/9E)	Vehicle aimed weapons (5) Crawler op. (8) Demolition (9)	10 balls explosive and radio detonator (each does 5F damage, in 10m radius)
PC #5: Wanda-R-FUL-1 / CPU / Romantics / Empathy	5	Laser Pistol (11/8L) Slugthrower (8/by ammo)	Fast talk (8) Intimidation (9) Data analysis (7)	Slugthrower ammo: 12 dum dum, 12 AP, 6 napalm, 6 vomit; 309 credits
PC #6: Butch-R-BLK-1 / HPD / Frankenstein Destroyers / Regeneration	3	Laser Pistol (5/8L) Autohypodermic (10/8P)	First aid (8) Medical (8) Mechanical eng. (8)	Autohypodermic ammo: 6 sleeptyme, 6 combatquick, 6 antibiotic, 6 vitamins; black bag w/ first aid equipment

THE TEAM LEADER

Grund-G-Guy-3

Service Group: HPD & MC

Secret Society: Sierra Club

Mutant Power: Mindblast

Background: Grund-G is a superior Troubleshooter — ruthless, opportunistic, devious, and skillful at covering his trail.

Through the rumor network of the Sierra Club, through contacts in his Armed Forces Service Group, and through his superior security clearance, Grund-G has access to some relevant information about the mission.

From Grund-G's private sources: Grund-G is told that the last mission to this region, a mixed team of Red, Orange, and Yellow Troubleshooters, disappeared suddenly. The instantaneous cessation of signals clearly indicates expert tampering by treasonous techs.

Important Skills:

Primitive melee weapons ____ 12
Unarmed ____ 18
Intimidation ____ 5
Laser weapons ____ 15
Jackobot operation and maintenance ____ 12

Weapons

Knife ____ 12L
Laser Pistol ____ 15L
Laser Rifle ____ 15L

Armor: Green reflec (L4)

Attributes	Skill Base
Str. ____	20
End. ____	11
Agil. ____	14 ____ 3
Dex. ____	14 ____ 3
Mox. ____	11 ____ 3
Chut. ____	10 ____ 2
Mech. ____	17 ____ 4
Pow. ____	8

From the Sierra Club: Several weeks ago Sierra Club lost contact with two outposts in the region. The residents had disappeared; no remains were found. Sierra Club concluded that it was an Armed Forces raid.

From the Armed Forces: There have been no large scale operations in the region concerned for a long time; recent surveillance overflights of the region have revealed nothing of interest.

Grund-G's Motivations: Grund-G is very uneasy about this mission: it

appears he is being set up in a suicide mission with a group of hopeless incompetents. His primary pre-occupation is getting out alive.

He is fairly sure he can frame the rookie Reds with the responsibility for the failure of the mission. At an opportune moment he'll sneak away and stalk the group, picking them off one by one, then report back to Alpha Complex with a tragic tale of treason and betrayal. If the Reds prove too tough to handle, he will desert the Troubleshooter service and Alpha Complex and make for the nearest Sierra Club Outdoors outpost.

THE ARTIFICIAL INTELLIGENCES

Jackobot Model 360

Serial Number: PDK-360.AGF4-75

Intelligence: Responds to verbal command. Competent at technical tasks if the tasks are carefully explained.

Armor: Plate

Weapons: None

Personality Module: Sarcastic, contemptuous of humans. Loves to state the obvious in response to requests for information. When ordered to repair something, it begins to go through its programming modules one by one in random order, seemingly looking for something relevant. "Hmm. 'Waste Removal and Treatment.' Wonder if this has anything interesting on it." If ordered to use a specific programming module, its favorite response is, "If you're so smart, why don't you fix it?"

10 Mem Cartridges: Docbot repair 10, Jackobot repair 10, transport repair 10, power repair 10, communications repair 10, laser weapon maintenance 10, projectile weapon maintenance 10, Teela O'Malley videos: *Rocking the Casbah*, *Going up the Country*, and *I Gotta Be Me* (**Note:** Do not give the PCs a listing of the skills unless they check the labels — and who says the labels are correct, anyway?)

The Computer

Serial Number:
None of your business

Intelligence: Godlike (kinda)

Armor: All100

Weapons: An entire lunatic civilization armed with the latest in megadeath weapons desperately eager to carry out its every whim.

Personality: Cheerful and happy, of course. The Computer is your friend!

THE HPD & MC INFRARED TEMPORARIES

Lubi GSV-1

Secret Society: FCCCCP

Mutant Power: Regeneration

Attributes **Skill Base**
Strength: 18
Everything Else: 7 2

Armor: Thick skin (ALL1)

Weapon: **Fist**
Skill Number: 6
Type: 1
Damage Rating 6

Important Skills:
Unarmed (6)
Lug heavy things (10)
Bootlick (5)

Background:
Lubi, like most Infrareads, has no background and little personality. He's big, dumb, and unenthusiastic. Nuff said.

Mani-GSV-3

Secret IntSec Spy

Secret Society: Romantics

Mutant Power: Adrenalin Control

Attributes **Skill Base**
Chutzpah: 15 4
Everything Else: 8 2

Armor: Disguised Red reflex (L2)

Weapon: **Fist**
Skill Number: 10
Type: 1
Damage Rating: 5

Important Skills:
Unarmed (10) Surveillance (7)
Stealth (12) Bootlick (13)

Background:
Mani has little more background or personality than his companions. He seems thoughtful and attentive, and always keeps his eyes open and his mouth shut. This mark of intelligence should make the characters pretty darn suspicious.

Paul-GSV-1

Secret Society: FCCCCP

Mutant Power: Deep Probe

Attributes **Skill Base**
Agility: 14 3
Everything Else: 6 1

Armor: None

Weapon: **Slap**
Skill Number: 4
Type: 1
Damage Rating: 5

Important Skills:
Unarmed (4)
Lug not-so-heavy things (7)
Bootlick (10)

Background:
Like Lubi, Paul has no background and little personality. He's small, dumb, and unenthusiastic.

THE ARTIFICIAL INTELLIGENCES

Docbot Model

Serial Number: KLL-V.FGS.5-11

Intelligence: Responds to verbal command.

Armor: Plate

Weapons: Surgical chainsaw. Docbot can wield this with a skill of 5. Does same damage as a force sword (but much messier).

Personality Module: Pleasant, cheerful, always eager to serve. A nice guy who just happens to be made out of metal. (If you are doing your job, this should frighten the heck out of the players.)

Programming Module: Standard skill-level 8 'diagnostic/treatment program.

Lucky the MTV Autopilot

Serial Number: Unknown

Intelligence: Responds to verbal command. Marginally competent at underwater travel; less so in overland mode. Suffers from intermittent senile dementia, which causes spasms and total incapacitation.

Armor: MTV is the equivalent of All7 for those inside; Lucky's braincase provides him an additional defense of 13.

Weapons: Torpedoes and machineguns (see Episode 4). Weapons must be operated by humans: Lucky cannot fire them.

Personality: Cheerful, friendly, and apologetic when he has a seizure. Enthusiastic in following Computer orders; real unhappy about carrying out orders he perceives as possibly treasonous.