

A SECRET SOCIETY WARS ADVENTURE FOR

PARANOIA

THE ROLEPLAYING GAME

THE PEOPLE'S
GLORIOUS
REVOLUTIONARY
ADVENTURE

The
SECRET SOCIETY
WARS
Continue!



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THE PEOPLE'S GLORIOUS REVOLUTIONARY ADVENTURE

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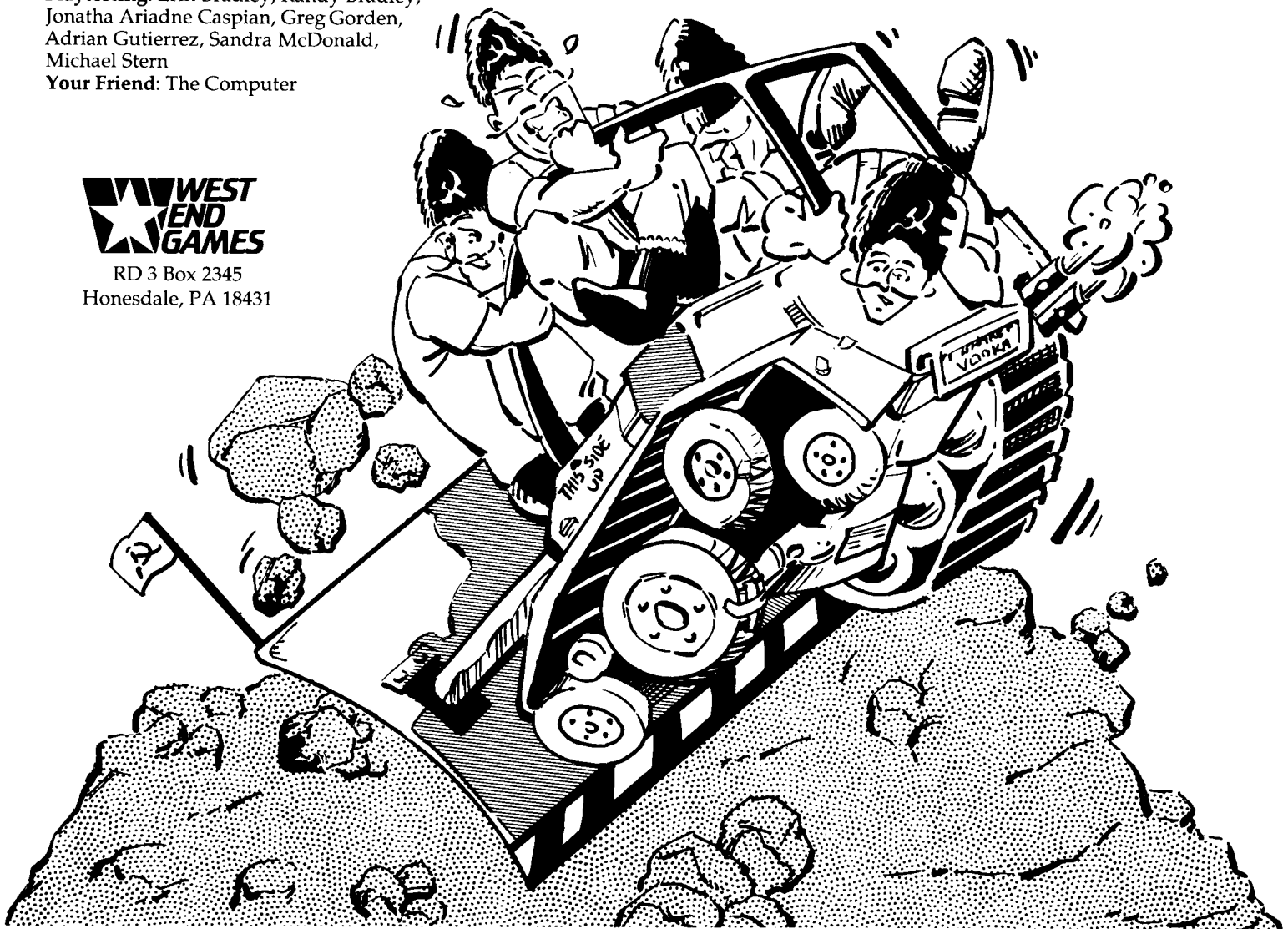
Your Friend: The Computer

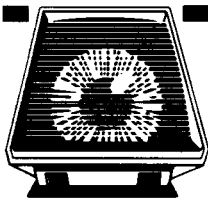
INTRODUCTION

Welcome once again to the world of *Paranoia*. This adventure, number 9,136 in a series (failure to own the other 9,135 adventures is, of course, treason) is a bit of a change of pace from the usual *Paranoia* epic. Hope your players are ready for a wildly new experience! By the way, if you've never played *Paranoia* before, this may not be the best adventure to start with. Go play the one provided with the second edition rules (failure to own second edition *Paranoia* rules is also treason) before playing this one. We'll wait. Okay, now that you've experienced *Paranoia* the way it's *supposed* to be, hang on to your furry babushka! Here's *Paranoia* the way it is *now*!



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Introduction

PREPARING TO PLAY

Read everything in this book before you try to play — even if you just glance through quickly. A prepared gamemaster is a deadly gamemaster. Once you begin the adventure, you'll have to read each episode carefully before beginning to run it — but having a grand overview is always a good idea.

ADVENTURE MATERIALS

Adventure book: Packed in a snazzy full-color (well, mostly red) cover, this is crammed with 40 pages of glorious revolutionary adventure and even some pull-outs. If your copy of the People's Glorious Revolutionary Adventure is missing the adventure book — then how are you reading this anyway?

Indestructible cellophane shrinkwrap: All copies of the People's Glorious Revolutionary Adventure come with this simple tamper-proof security precaution to prevent capitalist oppressive counter-revolutionary espionage and vandalism.

Revolutionary Player Characters: Six glorious revolutionary workers are presented. They are guaranteed to be violent, capable, and motivated enough to exceed even the highest traitor quota for their five-year plan.

Pullout: This holds the people's glorious revolutionary adventuring maps, as well as a treasure trove of cutout moustachios to grace your glorious revolutionary oppressive gamemastering upper lip.

ADVENTURE BACKGROUND

Alpha Complex has, of course, been at war with the Commies for all of recorded history — and then some. At the start of the war (Day 1 of The Computer), the Commies were outnumbered about 10 million to none. This attracted all sorts of dissidents and malcontents to the side of the underdogs, somewhat evening the odds and proving conclusively to The Computer that rabid persecution and execution of Commies was absolutely imperative. Dogmatic self-righteousness notwithstanding, two hundred and some years of bitterly stalemated guerilla warfare can lead to some nagging questions about the opposition. Questions like,

"Why?" The Computer wants to know why perfectly normal happy citizens (an oxymoron if ever there was one) are joining the Commies in droves. And, since It believes Alpha Complex to be the only unconquered complex, It wonders what life is like in a Communist Controlled Complex Population. (That's 'CCCP.' Get it?)

Equipped with a brand new curiosity program, The Computer set out to answer those questions. It pored over all the relevant data files in Its memory, and used the information supplied in both of them to construct a tiny artificial CCCP in old, abandoned HUH sector. HUH sector was next populated with lots of citizens of proven loyalty, who were all given hypnosis drugs and told they were Commies. In fact, complete (though somewhat melodramatic) artificial pasts were constructed for everyone, and no one in HUH sector has any recollection of life in normal Alpha Complex. These loyal 'volunteers' now believe they are the happy proletariat in Alpha State, joyously serving Tovarich Computer while The Real Computer watches and analyzes their every traitorous move.

The Computer has had itself refitted (what do you think High Programmers are for?) with accent programs, red star graphics, and everything else necessary to create the illusion of a Communist reprogrammed machine. It has also installed loads of extra security monitors, microphones, and other eavesdropping devices in HUH sector to gather all information possible on the actions of the volunteer Commies. This is the world your players are about to enter — the world of

Tovarich Computer and All Things Red and Wonderful. Just a few moments ago they received the hypnosis drugs and were transported to Alpha State via a Transbot named "Happy," who was then destroyed for security reasons (hope that doesn't happen to your players). They'll be waking up soon, totally convinced that they are happy Commies, with all the necessary knowledge The Computer believes a Commie should have. Read on....

GETTING INTO AN ALPHA STATE

The first step to running this adventure is to read the entire introduction. Once you know what you need to know, you'll be able to pass the information on to your players with a minimum of fuss. Maintaining the secrecy of the Alpha State experiment is very important, so make sure you don't slip up and say anything to give the show away.

Obviously, roleplaying a Commie in Alpha State is going to be quite a switch for most players. Thus we have carefully designed glorious revolutionary introductions to ease their culture shock. Did we say "introductions?" Plural? That's right! We realize many GMs let their players keep the occasional surviving character from game to game, gleaning the best of both pregenerated adventures and campaign gaming. Therefore we have included intros for GMs using our highly-recommended pregenerated Red-dy to play PCs and also those GMs who thoughtlessly ignore our dedication to perfection and let the players use their own characters. (Like I do.)

LEFTOVERS FROM OTHER SCENARIOS INTRODUCTION

If you are indeed running a campaign, the difficulty arises in admitting the players' characters to Alpha State without the players getting suspicious. The *characters* are simply given massive quantities of hypnotic narcotics (generating an altered ego, or "Red shift"), but sadly using such an approach with your *players* violates several statutes in most free world countries, and can lead to very stiff penalties even including loss of *Paranoia* playing time. So, in order to help out, we've pro-



vided a script of sorts as a guideline to the way you can approach the problem. You should practice whatever you finally choose to say until you sound like you're really speaking off the cuff.

Here's a sample:

Um, okay, folks. I got this new adventure where you're Troubleshooters in a Commie-dominated complex, and I think it's pretty funny, so we'll give it a go. No, seriously, you're Commie Troubleshooters, or "Smershoviks," and you serve a Commie Computer — "Tovarich Computer," in fact. The adventure's got a few problems, though. Like the pregenerated characters — they're a waste of time, so I figured we'd just use the characters you already have.

Okay, there's a few things we'll have to change before we start. First, you're all Red clearance. Everybody change your color. If you also want to change your name, that's fine. Second, there's new names for your service groups ... what do they call 'em? Yeah, here it is. "Proletarian Movements." We'll change those individually in a few minutes. Your secret societies and mutations, for those of you who might have them, remain unchanged, except if you're a Commie. Anybody a Commie? Good. Here's a vocabulary sheet to help you talk like a Russkie. Um, well let me read this intro here, then I'll handle any questions you all have.

Then just read the next section. See how easy players are to dupe? Well, what did you expect? They seem to enjoy being killed repeatedly.... By the way, if one of your PCs is a Commie, he's now a member of the NazCIA (see below).

■ PREGENERATED CHARACTER INTRODUCTION

To be read in a very very thick Russian accent:

Greetings, Smershoviks, and congratulations being selected to serving Tovarich Computer! Tovarich Computer is being benevolent ruler of Alpha State. Tovarich Computer is heart and soul glorious revolution. Every comrade in Alpha State is of same glasnost clearance; everybody is Red. Is nyet true some are more Red than others. Tovarich Computer never ever in whole life is showing favoritism.

You are to be hunting capitalistic war-mongering imperialist puppet pigdog traitors in service Tovarich Computer, Mother Alpha, and proletarian Oktober revolution. Is very important duty. Always to be remembering:

Be trusting no one!

Be keeping laser handy!
Morbid depression is mandatory!
Tovarich Computer is your tovarich!
Are there being any questionings?

LIVING IN AN ALPHA STATE

You can read this for yourself only, or read aloud the parts in bold to your players. The parts *not* in bold are secret, for your eyes only.

■ LIFE IN GENERAL

Think of all the McCarthy-Reagan evil empire cliches, and adapt them to science fiction. Everything in Alpha State is in chronically short supply. Ration vouchers are distributed for everything; borscht, shoelaces, toilet paper, haircuts, drinking water, furry babushkas ... you name it, and there's an interminable line for it. Having a ration voucher supposedly guarantees that you will receive the item or service (without prior inspection on your part), but often the material is damaged or unusable, the service is unavailable due to excessive demand, or LL&L is "temporarily out." Supply shortcomings are always due to unusually low something or other, never ever poor planning.

Life in Alpha State is wildly bleak. All the lights are red, adding immeasurably to the depressing ambience, and turning every other color to deeper shades of red or black. It's always a little cold and murky.

(GM: This is because HUH sector's thermostat systems have gone unused for so long they no longer function properly. Also, the dust that collected in the vents over the years is now slowly being redistributed throughout the sector by the ventilation system, so everything is kind of grey.)

Secret police (especially the dreaded KGB) monitor everyone and everything all daycycle long, insuring everyone's patriotic fervor and depression. Everybody turns someone else in to the KGB at some point or other. The KGB is a constant shadow of death and even worse things which darkens everyone's cycle-to-cycle life. Existence consists of eating a daily meal (sometimes two meals, if you're unlucky) of cold borscht

(Alpha Complex food vat leftovers), working all day long, then sleeping in temporarily overcrowded barracks on a steel pallet with another comrade citizen who wets the bed and snores.

Alpha State is at war, and has been for all of recorded history. They are at war with the capitalists and imperialists and everyone who opposes Communism. The agents of these dark forces are the

dreaded NazCIA (pronounced not-see-eye-ay), a kind of mish-mash of the SS and the man from U.N.C.L.E. These bow-legged guys are truly militaristic totalitarian bourgeoisie pigs. They are the Commies of Alpha State.

In short, Alpha State is a workers' paradise overflowing with futile existence, soulless bureaucracy, unpalatable food, endless war, inadequate everything, and abysmal depression. In an Alpha Complex, life is a utopia. Happiness is mandatory. Alpha State is not a utopia. It is horrible. More horrible than you can imagine — and then some. Morbid depression is not only standard, it is required — anyone familiar with Russian literature can tell you that. You must frown energetically no matter how much you are secretly enjoying yourself. You should feel right at home.

■ COSMETOLOGY

HUH sector, henceforth referred to as Alpha State, is (naturally enough) very similar to Alpha Complex. Most of the changes are cosmetic, though there are a few notable differences. First we'll look at the purely cosmetic changes.

The Work the Workers Work At: (This whole section is safe to read or relate to your players.) Service Groups exist in Alpha State, colloquially known as Proletarian Movements. The names differ, but the organization, purpose, and prestige associated with each remains unchanged from their Alpha Complex Service Group counterpart. The Proletarian Movements are:

1) CCCPU (CPU): The acronym stands for Comrade Computer's Central Processing Union, and like their Alpha Complex counterparts, they epitomize ponderous tottering bureaucracy. Where do you think the term "Red Tape" came from?

2) Red Army (Armed Forces): Aside from the run-of-the-mill troopers, the Red Army maintains special killer elite Vulture squadrons known as the *Spetsnaz*, a contraction of the words *spetsialny nazmyenny*, or Special Ground (Forces). Rumor has it that Spetsnaz troopers actually use real equipment.

3) MVD (Internal Security): The Ministry of Internal Affairs, or MVD, attends to all overt, public peacekeeping duties and crowd-clubbing — much akin to the vaunted HIL Sector Blues. Secret Internal Security agents — the dreaded KGB — are described further on.

4) USSR&D (R&D): Lacking technical know-how and advanced equipment, USSR&D must rely on devices and ideas stolen from capitalist complexes to keep its programs alive; hence their acronym for United States' Stolen Research and Design.

5) Tractor Services (Power Services):

Every aspect of Alpha State industry and transportation is based on the ubiquitous tractor (inasmuch as anything in chronically short supply can be ubiquitous). I mean EVERYTHING, from public transport tractorbuses to the gargantuan Chern-R-BYL memorial nuclear tr(e)actor.

6) Tanknical Services (Technical Services): Very unproductive, these folks are still trying to figure out how to keep the weapons of the Red Army working when all they're given for parts is vacuum tubes and vacuum hoses.

7) Lend Lease & Lunch (PL&C): These folks are in charge of lending all manner of materialistic luxuries: everything from lasers to leftover potato gruel. Lend Lease packages arrive quite regularly from another sector or something ... no one really seems to know where. Probably Tovarich Computer knows. Why don't you go ask?

8) Tass (HPD&MC): This Proletarian Movement is much more concerned with the timely publication of Pravda ("Truth," a colorful magazine glorifying idyllic Alpha State) than they are with actually preserving or developing Alpha State housing. Not that there's anything worth preserving....

9) Smersh (Troubleshooters): This is a contraction of the words *smert shpionam*, which translate to "death to spies." Those in Smersh are called Smershoviks. Mission Control in Alpha State is known as "the Politburo." Player characters in Smersh are termed "cannon fodder."

Seeing Red: It is a well known fact that everyone in a CCP is Red clearance. It does seem that sometimes being Red is better than only being Red ... depending on to whom you're talking.

Don't worry, Mr. GM. It's not that everyone is equal — you see, some citizens are more Red than others. In Alpha State, there are different levels of Red, corresponding to Alpha Complex's ROYGBIV. In this adventure, these levels are noted with a lower case prefix. Thus, there are r-Reds, y-Reds, etc., all the way up to u-Reds. The Infrared level does not exist in Alpha Complex because The Computer did not want to bother using any of those lowlives in Its grand experiment.

Everything in Alpha State is Red. This does NOT mean that everyone has access to all parts of Alpha State, gosh, no! Remember the Paranoia GM Code of Honor? Yep. Fear and Ignorance. Security restricted areas still exist — it's just that everything has been painted over so it all LOOKS the same. Add the fact that Tovarich Computer (and all comrade citizens) use the word "Red" for every color without changing the MEANING, and you've

got a sticky situation.

For gratuitous and completely implausible reasons, every NPC has subconscious posthypnotic recollection of what clearances are where and who ranks how high. In other words, the PCs are the only ones who will have to deal with this confusion. This will definitely "color" some of their interactions!

Lasers and Reflec in Alpha State: These items are constructed under the same principle as the Alpha Complex spectrum, and are designed with wavelengths differing by less than five nanometers, so they are (technically) very slightly differing shades of red, although even a hypersenses mutant would be hard-pressed to tell the difference. Thus lasers and reflec come in r-Red all the way up to u-Red, and every level of Red reflects its level and below (in other words, the system works just like in Alpha Complex).

Sadly, as the barrels and armor were being shipped out to Alpha State, they were all piled into a few big boxes and got hopelessly jumbled. So whenever someone gets a new barrel or suit of armor for whatever reason (promotion, replacement, etc.) randomly choose or roll the color he REALLY got. And, just for the record, Alpha Complex Red is considered to be higher than Alpha State u-Red, so Alpha State armor is useless in Alpha Complex. This may seem unimportant now, but when the Alpha State experiment comes to a close, all the Alpha State reflec is sure to be recycled for use in Alpha Complex.

DIFFERENCES THAT MAKE A REAL DIFFERENCE

There are a few things about Alpha State that are very different from Alpha Complex. Make sure your players realize these ... uh ... minor little details before beginning play.

Little Brother is Watching You Too: As we all know, secret police are rampant in a Commie society. Therefore, every citizen who is not an undercover MVD/KGB

agent belongs instead to a secret police auxiliary determined by his or her Proletarian Movement:

1) CCCPU: The Vse-Rossiyskaya Chrezvychaynaya Komissiya Po Borbe S Kontrrrevolitisiy I Sabotazhem, or, much more simply, the Cheka. It translates to the All-Russian Extraordinary Commission for Combating Counterrevolution and Sabotage, a suitably ponderous name for a house organ about as useful and efficient as the human appendix. 'Cheka,' incidentally, translates as 'linchpin.'

2) Red Army: Troopers belong to the Glavnoye Razvedyvatelnoye Upravleniye (Chief Intelligence Directorate), or GRU. Not that there's ever been any intelligence in the army. The GRU is the arch-rival of the MVD and KGB (below), but is more military than political in bent.

3) MVD: Undercover operatives for the MVD belong to the Komitet Gosudarstvennoy Bezopasnosti (Committee for State Security), or KGB. They are, if possible, even more horrifying than our beloved IntSec, difficult though that might be to imagine.

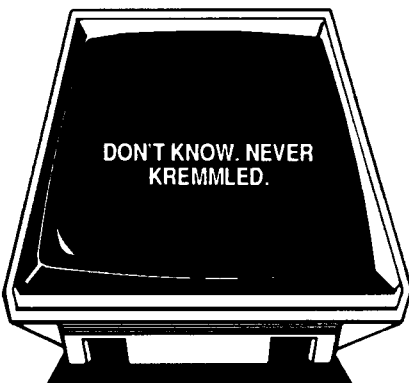
4) USSR&D: runs the Gosudarstvennoy Palitychiskiy Upravleniye, or State Political Directorate. But you can call it the GPU for short. Regardless, they are mostly concerned with technical plagiarism; political subtleties tend to pass them by, as do the laws of physics.

5) Tanknical Services: The constant tension between this group and USSR&D can be seen in the competitive similarity of the names of the Movements' secret police. Tanknical Services operates the Unified State Political Directorate, that's the Objdineniy Gosudarstvennoy Palitychiskiy Upravleniye or OGPU. So they're unified. Big deal.

6) Tractor Services: endorses the GUGB. That's the Chief Directorate for State Security, or Glavnoye Upravleniye Gosudarstvennoy Bezopasnosti if you want to be incomprehensible. Their organization is tighter-knit than the other proletarian movements', owing to a number of problems with nuclear power facilities which have resulted in the general persecution of Tractor Services image and personnel.

7) Lend Lease & Lunch: operates their own spy network too, ostensibly to provide more feedback about meals (pardon the pun). It's the People's Commissariat of Internal Affairs, or Narodniy Komissiya Vnutriniy Delah (NKVD). Theoretically, the word 'internal' is gastronomic in reference.

8) Tass: runs the KI; the Komitet Infarmatsiye, or the Committee for Information. Perhaps the best organized and informed of the secret police forces, the KI sadly lacks the gumption to do anything



with the considerable knowledge they have on file. Wimps.

After having skipped over all those impossible Russian transcriptions just like the editor did, can you wonder why the Russians are so cranky? They actually have to USE those horrifying pronunciations day after day just to ask for a glass of water or something! Incidentally, it is not critical that you, the overworked GM, remember all these names. They're included to provide color and to impress your players with the ease with which you fake — er, speak Russian. When talking mano a mano with your players, you can simply refer to each of the groups as 'your secret police organization,' or, simpler still (but less conducive to infighting) you can have everyone be KGB.

Communist Communication: If you wish, you may read this aloud to your players. **While direct communication with Tovarich Computer is possible through the ever-present confession booths, all other communication is handled by a central communications nexus run by Tass. It is hopelessly out of date, being based on telephone technology instead of wireless communication. This whole system is called (brace yourself) The Communist Party Line, and it's worse than your most graphic GTE-inspired nightmares.**

Picture this, gamemaster: The Smer-shoviks must gallivant around Alpha State carrying field telephones and trailing extension wires all over the place. These wires naturally get broken by passing bots and tractors. Worse yet, the wire might get caught in the Trans-SIB-RIA railroad, dragging the field telephone down the tracks, and maybe taking a few clones along for the ride. Repairing damaged lines can call for more than a little innovation. For example, were a two-meter section of the phone line to be chewed up by a malfunctioning scrubot, what better improvised repair can you think of than for a Smer-shovik to wet his palms and grab the loose ends?

Assuming they can use the phone without garrotting passing VIPs, getting the call placed is an adventure by itself, for as with any party line, there are always several other callers on at the same time.

This whole charade was necessary, by the by, to keep the guinea pig citizens from intercepting decadent capitalist broadcasts from the rest of Alpha Complex. See what lengths The Computer will go to to keep its citizens happy?

ROLEPLAYING SUGGESTIONS

Setting the proper mood is more important in this adventure than in most others, since Commie role-playing is such a foreign idea (so to speak) to most players. The following are some suggestions for making things easier and more fun.

TALK LIKE AN EGYPTIAN

Everybody in Alpha State talk with good, thick, Russian accent! Not speaking with accent one of ten warning signs capitalistic mutant traitorism! (It's also justification for treason points!) It is imperative that you, the GM, have this down perfectly. To maintain the Alpha State illusion, every NPC and especially Tovarich Computer must ALWAYS speak with accents thick as Russian mud.

Berlitz has yet to offer tapes in foreign accents, though other resources are available. Like Star Trek. Watch every episode with Pavel Chekov in it! (Also a good way to learn to scream convincingly.)

Not only must you roll your r's and change your v's to w's, but you must speak deeply and heartily. Sort of like a psychotic Santa. Well, what did you expect? Santa wears red! Also, don't use too many articles (a, an, the), pronouns (he, she, your), or prepositions (of, to, etc.). Slightly broken present perfect tense (for you English majors) is the best. If don't understand, nyet to despair, just to be imitating printed dialogs in glorious book.

Finally, for your convenience, we have printed a vocabulary list to help you and your players pepper your language with authentic-sounding words (like "Smer-shovik Soviet" instead of "Troubleshooter Team"). Please copy this list and pass it around so everyone can talk incomprehensibly.

MOUSTACHE

Everybody knows all Russians have BIG moustaches! Even the women. Just look at any Russian Olympic team, and tell me the women weren't shaving at a younger age than most American males. So likewise, every player should have a big honking black moustache. Failure to have a moustache at the start of play results in five (5) treason points, four of which are removed if a moustache is improvised during play. And there's lots of ways to get a good moustache.

1) Grow one. This option requires good hormones and lots of warning. Impossible to improvise. Dyeing and waxing are optional but recommended, as they bring in the women by the truckload.

2) Draw one. Why not? You've done it on posters and magazine covers all your life. A big black handlebar moustache sweeping across your cheeks adds a lot to hilarity. Just don't use blue, green, or purple ink unless your hair is a matching color. And for goodness sake, if you've got to go out in public anytime soon, **DON'T USE A PERMANENT MARKER!** (I had to call in sick for a whole week.)

3) Buy one. Most local joke shops will carry fake moustaches, and almost everyone else does around Halloween. Theatrics shops are a better bet, and their moustaches look more realistic. Theatrics shops also sell spirit gum, which is great stuff for affixing belly button lint to your upper lip.

Finally, you, the intrepid revolutionary GM, must have several moustaches to make it very easy to switch roles when acting NPCs. Switch your moustache, use slightly different speaking patterns, and voila! Instant comrade! To this end we here at West End Games are taking the considerable time and effort to include several cutout moustaches in the pullout to cover the major NPCs in the scenario. Feel free to make more if you like. Your players will find it inspirational and they'll tell your prospective dates all about the absurd lengths you'll go to when playing *Paranoia*. Incidentally, a big bushy moustache made from silver tinsel makes an even better prop when speaking as Tovarich Computer.

CLOTHING

Red clothing of some sort is a must. Everyone should be well Red. Five treason points for a lack of red clothing. Optional but very fun to have are such things as furry hats, greatcoats, big clompy boots (grab those winter galoshes!), Communist flags, posters or publications, puffy shirts with vests, and lots of gaudy jewelry. Players showing creativity and dedication in their attire should get a credit bonus and an extra bowl of (real life) chips, if not a commendation. As gamemaster, the designer bought some surplus Red Army medals to grace his wardrobe and add to his air of authority.

PLAYER CHARACTERS

You're almost ready to begin — honest! But first, in case your players have any questions about the pregenerated PCs' backgrounds, here's a quick timeline/summary of recent events at the Chern-R-BYL memorial tractor, which each of them will have some cause to wonder about (and of which some knowledge might be useful to you):



1) Once upon a time, in response to his secret society's demands, LL&L member Karl-R-XXX-1 (PC#5) submitted a forged order for increased power production to CCCPU. The order was made to look like it came from the Red Army. His secret society planned to steal the power and sell it to Free Enterprise or something.

2) The demand for more power indicated citizen dissatisfaction, which alerted KGB agent And-R-POV-1 (PC#3) who immediately began an investigation.

3) CCCPU member Nick-R-LAS-1 (PC#6) was appointed Project Administrator of Operation Power Increase. As project administrator, Nick-R sent a nasty and peremptory notice to Gorb-R-CHV-1 of USSR&D (PC#4) to provide the necessary hardware for Operation Power Increase (trying to pass the buck, responsibility-wise).

4) Stung, Corpore Metal member Gorb-R decided to sabotage Operation Power Increase. He appropriated a device earmarked for the Red Army, the "Thermodynamic Minatory Impeller" (aka the TMI device), and fixed it so it would spill radioactivity everywhere and kill a bunch of people. He planned for Nick-R to take the blame.

5) Chern-R-BYL-1 of Tractor Services (PC#2) attempted to install the device; it immediately malfunctioned and exposed him to lethal doses of radiation. When the device malfunctioned, Red Army captain Zhiv-R-GOE-1 (PC#1, who was standing guard nearby) ran in to help, as did And-R, who was hanging around the Tractor conducting his investigation.

6) And-R noted the strange TMI device and immediately grabbed it, but Zhiv-R (recognizing it as some Red Army gizmo he'd once seen) kept And-R from leaving the area with it. Thus occupied, both And-R and Zhiv-R failed to render medical aid which could have saved Chern-R.

7) When he heard of the disaster his forged papers had caused, Karl-R (remember him from Step 1?) became desperate to keep people from remembering who had requested more power in the first place. He managed through connections in Tass to make Chern-R-BYL-1 a revolutionary martyr (the nuclear tractor was subsequently named after him) and he also managed to have Project Administrator Nick-R-LAS-1 swiftly executed for the costly accident (to Gorb-R's satisfaction as well — so much for passing the buck).

8) Finally, embarrassment and fear over his clone brother's death led Chern-R-BYL-2 to move illegally to NKO sector, becoming Chern-R-NKO-2.

ADVENTURE OVERVIEW

The events described above have all taken place prior to the beginning of the adventure. The group of players mentioned above have now been assigned to Smershovik Soviet #1917, and are about to embark on their first mission together.

Episode 1, Mobilization: Your standard find-the-briefing-room-and-go-to-R&D ... Alpha State style!

Episode 2, The BERLIN Wall: The Smershoviks are activated to investigate a

bathroom. When they arrive, they find traitors of every conceivable description running into and out of the area. They are ordered to seal the bathroom (which is actually a security breach between Alpha State and Alpha Complex, though they believe the breach leads Outside).

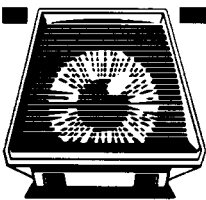
Episode 3, Fiddling on the Roof: The Smershoviks are sent to capture the last of the Alpha Complex escapees, Murm-ONSK-3, alias Death Leopard archtraitor The Harlequin, who makes his stand atop the Chern-R-BYL nuclear tractor as agents of several legal and treasonous agencies converge on him in a frenzy of nuclear-powered destruction.

Episode 4, Murm-O-NSK Convoy: The Smershoviks are sent to return Murm-O to Alpha Complex. They must sail their way to USA sector while trying to survive a rousing medley of every Soviet sub disaster imaginable.

Episode 5, The Red Bug: The characters return, and then are sent back to USA sector to infiltrate and spread the people's glorious Communist revolution; although they can do a lot of stuff, they ultimately fail and must run back to Alpha State.

Episode 6, Red Sunset: Given the failure of the covert operation, Alpha State prepares to invade Alpha Complex. Just before the invasion begins, Alpha Complex invades Alpha State. Alpha State falls and the players get captured.

Episode 7, Pretty in Pinko: The Smershoviks get antidotes for the hypnosis drugs they were given before the scenario began. Then they undergo a merciless debriefing and traitor-bake, and everybody dies.



Episode One: Mobilization

SUMMARY

The players begin their grand tour of Alpha State. They are mobilized and equipped with unpredictable gizmos.

BACKGROUND

This is a standard "get-ready-get-set" *Paranoia* prep, which should give you enough time to find out if all your players know what the heck they're doing in Alpha State.

BEGIN AT THE BEGINNING

Nothing bad happens to the PCs in this episode. The items they receive, however, will set them up for bigger and better falls later on. This is known as "delayed gratification."

ENCOUNTER ONE: JOIN THE PARTY!

The Smershoviks are assembled in the Smersh barracks and lend-leased their Communist Party Line. Let the players

ask any last-minute questions about how Smershovik Soviets operate, how (and why) they communicate with the Politburo, and so on. They are then ordered to report to USSR&D to volunteer for experimental device assignment.

ENCOUNTER TWO: A VISIT TO USSR&D

USSR&D is very easy to find; they're located in the temporary mobile-home-like shack in the middle of a vast wasteland of twisted metal and smoking boots. It's just across the plaza from the Kremlin

— you can't miss it.

So Where'd You Get These Really?: You thought we said that CCCPs only stole things from other complexes, right? So where did these obviously Communist items come from? Simple: through the years The Computer has been storing away Communist weapons and devices which it has liberated from Commie secret society members. Now It has a perfect opportunity to test these devices and assess the severity of the Communist threat to Alpha Complex. You don't seriously think that means these things will work better than any other *Paranoia* gizmo, do you?

Be Werry, Werry Careful: These are the devices; distribute them as you see fit. I personally recommend having very big guards give each player one device (read him the boldface text at that time, and read the non boldface stuff to yourself). Later, when one of the gadgets is adequately tested, you can give that player another from the list to use for a while.

Borzoi Bot:

An incredible variant on the classic doberbot, this bot was developed to aid infiltration and bypass low-security checkpoints. It was built using an incredible breakthrough in planar engineering: it's less than two millimeters thick. Almost completely lacking width, the borzoi bot can slide through the thinnest gaps with ease, and is completely invisible when viewed (that is, not-viewed) from the front.

GM: This bot is about the size of the silhouette of a great dane or large doberman. It has very savage fangs, one on top, one on the bottom. The bot has two major disadvantages: First, planar engineering necessitates only the barest minimum of third-dimensional jointery; the bot cannot turn itself from side to side any more than you or I can roam the fourth dimension without the aid of hard drugs. So, unless a bystander helps out, the borzoi bot can walk only in a straight line. The other problem the bot has is with balance; one good shove plops it right on its side 'til someone stands it back up again. And while on the ground the best it can do is to bite the sole of someone's shoe. But aside from these few shortcomings, the borzoi bot is a (believe it or not) reliable device.

Game Stuff

The Borzoi Bot

Speed: Sprint

Weapons: Bite (18) _____ 10I

Armor: Thin steel (E1L2P2I-4)

Hammer 'n' Sickle:

Yes, both, and yes, fastened together. Not welded, but riveted like a pair of scissors. I mean really, all good Communists had this amazing tool on their flag for hundreds of years! It must be quite valuable! It's a little awkward for a melee weapon although it does great for opening cans, vats, etc., and it's not too bad at cutting paper, hair, and such things.

GM: Incidentally, it's hinged in such an unusual way that if the user rolls a 18 - 20 "to-hit", he smashes or amputates a finger. Thus a clumsy or unlucky character can soon be truthfully called "all thumbs."

Game Stuff

Hammer 'n' Sickle

Weapon: (-2 from user's Primitive Melee skill) _____ 9I

Instant Siberia:

This is a large grenade-like device. It is made of clear plastic, and when it is turned upside down, small white flecks can be seen swirling around a collection of delicate electronics. It is essentially a thermal implosive. When activated, it instantaneously lowers the temperature of every inorganic item within 25 meters to about -10 or -20 Celsius. This heat loss causes water vapor to condense out of the air as snow, or hail if it's really humid.

GM: Use of the grenade will also throw the sector climate control systems out of kilter, as suddenly every thermostat is frozen solid. Fans and blowers will go to emergency speed, blowing the frigid air at unbelievable velocities. Incidentally, if anyone thinks to take a good stiff chug of vodka before using Instant Siberia, that foresightful comrade does not suffer any ill effects.

Game Stuff

Instant Siberia

Effects: Anyone moving without snowshoes or skis must make Agility checks to stay on their feet. Check your exposure rules. Thermal stress means all highly technical devices malfunction on rolls of 16 - 20. Instant Siberia operates for about 15 minutes or until the fun wears off.

The Iron Curtain:

This is a very ponderous piece of equipment, being some three meters long and massing about 30 kilograms. It looks, when completely collapsed, rather similar to a home projection screen, with a

main boom section (containing the tightly rolled curtain) and a tripod stand. To use, one must spread the tripod legs, lock them, stand it up, fiddle about with the main boom, and press the Big Red Button. Doing so immediately sends sheets of steel shooting out left and right for five meters or until firmly imbedded in a bulkhead. In other words, it's an instant 3 x 10 meter wall.

GM: Of course, the joints on the thing are all very loose, and players may inadvertently set the thing up sideways or end on, splitting up the party (or even individual members). The curtain itself is made of high-tensile molybdenum steel.

Game Stuff

Iron Curtain

Armor: 5 All

Mol-R-TOV Cocktail:

This device is, quite simply, a martini glass filled with a strongly aromatic compound and two olives skewered on a toothpick.

GM: It's really too bad the purpose of the original Molotov cocktails was so grossly misunderstood by the Commie researchers, for this is truly a remarkable device. In fact, it is one of the most remarkable achievements of biochemical science ever made. It is absolutely useless unless drunk. Those who imbibe even a small draught explode like a napalm shell, but not for a while ... let 'em think nothing happened. By the way, the olives are just a garnish, and do nothing except gain a few treason points if pointed out to Comrade Computer.

Game Stuff

Mol-R-TOV Cocktail

Weapon: Damage column 20 to drinker; damage column 10 to all within 5 meters.

Mud Pie:

This is a variant of the dirt cone and slug. It is a large, discus-shaped charge. It explodes upon impact, covering the floor in a 25 meter radius with shin-deep mud. Mmmm boy.

GM: The mud slows everyone down, and clumsy characters or those stunned in combat might slip and fall. The mud also gums up any technical devices, especially vehicles. Three Mud Pies are available for testing. Mud pies are devastating when combined with instant Siberia: imagine shin-deep ice everywhere!

Game Stuff

Mud Pies

Range: 15m (thrown; average strength)

Damage: 4I

Effects: All characters in mud must make Agility rolls to move. Weapons and vehicles malfunction on an operation roll of 18-20.

Russian Roulette Wheel:

This is an experimental compact cone rifle. The MVD/KGB wanted a heavy weapon they could conceal easily while on secret missions, and the cone rifle was chosen as the most flexible heavy weapon available. The Russian roulette wheel is small enough to fit in a pack. It looks like a normal roulette wheel, as it

relies on conversion of angular momentum to kinetic energy for launching the projectile. The operator spins the wheel good and hard, and drops in the cone.

GM: Works fine, it's just that they haven't yet figured out how to aim it. Wheeee! Roll a die or something to determine what random direction the shell goes. Of course, if the operator rolls a 20 "to-hit," the cone lazily wobbles out of the wheel and drops on his toe.

Sputnik:

When launched, this baseball-sized metal sphere immediately begins zooming around in circles, orbiting whomever activated it. No one knows what good it is, but hey, it's the first of its kind. It's got to be years ahead of anything the capitalists have done!

GM: Don't believe for a minute that Sputnik has no effect on play: if the PC moves down a narrow corridor, it'll ricochet repeatedly off both walls, incurring fines left and right. It'll interrupt intimate conversations (or hand-to-hand combats) by bashing the other guy in the temple. It'll look stupid. Intimidating. Official. Treasonous. And, if you've just GOT to let it really be good for something, if the PC gets hit by weapons fire and the damage roll is a 20, the fire hits sputnik instead of the PC.

Eventually, whenever it's most inconvenient, (like when the PC is standing at the edge of a nuclear reactor power core) it runs out of energy and its orbit decays and it falls to the ground (or into the water or someplace where it'll never be seen again).



Episode Two: The BER/LIN Wall

SUMMARY

The Smershoviks are sent on their first assignment: seal up the leak in the Room of Bath. Here they must deal with Reds of both sorts and figure out a way to seal the gap in the Alpha State perimeter, all the while dying like flybots.

BACKGROUND

There's a leak in the bathroom — a security leak, that is, between sectors BER and LIN and Alpha State. See, about twenty years ago, the area where these three meet used to be DIS Sector, which was dissected in a major Alpha Complex urban renewal project. Most of the area DIS occupied was annexed by BER and LIN Sectors, and the remainder was renamed HUH Sector. The human element of DIS Sector was relocated to BER and LIN, resulting in HUH Sector's abandonment.

When DIS Sector was partitioned, everything was equally divisible or negotiable between the annexing sectors' bureaucrats, with the exception of one bathroom at the exact center of DIS Sector. Politically speaking, neither side was willing to simply yield control, so two

high-level CPU citizens performed a little creative (okay, okay, overtly treasonous) programming and the bathroom fell under double jurisdiction.

There are three main exits to the bathroom, two of which lead to BER and LIN. The third leads to HUH sector; however this exit has been impassable because it (like all other HUH sector facilities) has had no power to operate. Power has been restored with the creation of Alpha State, and now, for the first time in twenty years, the door can open. The door is clearly marked "Room of Bath" on the Alpha State side, so lots of furry-capped red revolutionary citizens have been coming and going (so to speak), much to the surprise of those in BER and LIN who frequent the bathroom on both official and treasonous business.

It hasn't taken very long for citizens in both Alpha Complex and Alpha State to figure out that this is a major security breach, and soon (like just about the time your PCs arrive on the scene), defectors are going to start pouring through in both directions. So, from both BER and LIN sectors, Friend Computer sends Troubleshooter Teams to investigate, and likewise as Tovarich Computer It sends a Smershovik Soviet (yeah, the players).

PRRE-MISSION BRIEFING

In this part of the episode, the poor Smershoviks, fresh from their shopping trip to USSR&D, must find their briefing room and then find out what's going on.

ENCOUNTER ONE: THE KREMLIN

Hand your plebian players Red Alert reference PGRA/1A. The Kremlin is impossible to miss, even for Smershoviks — so read the following aloud when the Soviet arrives:

The Kremlin is located in the very middle of a large plaza, surrounded by vintage buildings (hey, they're over twenty years old) with roofs shaped like soft-serve ice cream. The Kremlin itself is a monolithic structure dominating half of Alpha State. Its interior has all the cheerful ambience of a prison for the criminally insane.

Even a cursory exploration of the halls of the Kremlin will reveal to the PCs that, a) all the rooms in the Kremlin are numbered, not lettered, and, b) they are now hopelessly lost.

They will then doubtless pester Tovarich Computer with a request for a map or

directions to briefing room "T." They will not receive any, as briefing room T is not inside the Kremlin, it's a temporary booth set up outside the building. Thus any request for a map or directions receives a reply from the CartoGrafix System saying simply "Syntax error." Any other question about room T will evoke the reply, "Werry sorry. Room T does nyet exist," from the Facilities Data Base.

If they never think to search around the building, then booth T — excuse me, 'room' T is squarely in front of whichever exit the Smershoviks leave by — but give everybody an extra treason point for extreme tardiness.

ENCOUNTER TWO: "T" FOR 6

Briefing room T is, as stated, a temporary booth, staffed by a very large citizen with razor stubble and a build somewhere between that of Arnold Schwarzenegger and Divine. This is their Mission Coordinator, Cavi-R-EGG-4. Cavi-R is coarse, rude, smelly, and aggressive, but above all she is almost exactly the wrong build for a member of the Earth Mothers.*

Oh, well, accidents happen, and the Earth Mothers accidentally gave Cavi-R a shot of super-androgen instead of gynozoom, dramatically altering her hormone balance in the wrong direction at the critical stage of her development. Now they're not sure what to do with her, so they give her a lot of busy work. She's aware of this, and is out to prove to her superiors that she can seduce citizens with the best of 'em. Sadly, she's wrong. From a game-mastering standpoint, when in the role of Cavi-R, speak in a deep, throaty voice, and act like an effeminate gorilla, sort of like John Lithgow does in *The World According to Garp*. Unless the players actually ask her, don't let on that Cavi-R is anything but a male in a dress. It'll make 'em more and more uncomfortable.



Czar broiled.

Game Stuff
 Briefing Room T
Cavi-R-EGG-4: Hyper-hormonal CCCPU briefing officer
Secret Society: Earth Mothers
Mutation: Adrenalin Control
Weapons:
 Tangler (special) _____ 17
Armor: v-Red reflex and macho (All2 + L4)
Tactics: Tangle misbehaving Smershoviks and scold them in a motherly yet flirtatious manner. Seduce the guys, snub the women.

Whenever the players finally find room T, read the following:

Room T is really a shack, built with almost as much care and structural stability as capitalist Americanski exploitative kissing booths. The big Ukrainian behind the booth leans forward and says, "I am Cavi-R-EGG, am to be Mission Coordinator. First, I get to knowing you. All capitalist oppressor mutant traitor swine-pigs please now to raise hand. None? Da, is good. Please to be meeting very important Briefing Officer of Smersh Politburo." Cavi-R produces a huge television. As the set warms up, the sound of static builds to overwhelming proportions. Soon the picture fades in, and when the vertical and horizontal holds pause in their fluctuations, you can barely discern the face of an extremely old citizen. At the bottom of the screen is the name Olig-R-CHY-1.

Olig-R is the Briefing Officer for Smershovik Soviet #1917. His appearance, mannerisms, and voice are so decrepit that it's impossible to determine his age using any reasonable scale. To simulate the briefing, turn on your television to any channel with static, crank the volume up, and speak quietly in a high gravelly voice. And since this is a closed circuit transmission, Olig-R will not respond to any questions or comments. Continue:

Olig-R speaks:
 "Zhdravstvuyte, comrade Smershoviks. (cough) Is to be problem in room of bath for fixing by you. (cough cough) Very sorry problem is very c(hack cough)ing, and cannayet be telling you details for re(cough) reas(cough) reaso(cough) reasons of glasnost. (hacough! wheeze!) If there is being threat to Alpha St(aackh!), you are to be (cough)ing and sealing up of room --" At

this point Olig-R starts coughing and hacking uncontrollably. One hand clutches his throat, while the other tears at his shirt. Something disconcerting flies out of his mouth. Olig-R keeps looking at the camera with bulging eyes, straining to finish his last statement, but two orderlies come in and wrestle the convulsive comrade into a stretcher. Cavi-R shrugs, then starts handing out your assigned mission equipment.

Give the players the Mission Materialistic List reference PGRA/1L and let them distribute their equipment. Have Cavi-R make helpful suggestions.

A DAY AT THE BATHS

The Smershoviks are now ready to handle the minor problem at the Room of Bath, which has begun to crawl with defectors.

ENCOUNTER THREE: CAUSE AND DEFECT

At the start, nobody notices the PCs approach. Everyone's too busy trying to maneuver to a stall or an exit. This is the scene the Smershoviks see as they close in:

The sounds of a mob drift down the corridors as you approach your mission coordinates. Suddenly, two citizens, dressed Yellow and Red, come running around the corner, fire scoring the wall millimeters behind them. The Yellow screams at you to protect him as an Orange and another Red clad citizen turn the corner, weapons drawn. What do you do?

The Yellow citizen is Krusch-Y-YEV-4, a Commie from Alpha Complex attempting to defect. He is tall and rather stout and squeals like a pig when someone shoots at him. He will run puffing and sweating behind the PCs for protection and demand political asylum. Krusch-Y, being a Commie, speaks with a phony Russian accent just like any other Alpha State citizen.

He is being pursued by an Alpha State Tass reporter and KGB agent Coss-R-ACK-1, who saw him slip out of the crowd in the bathroom wearing Yellow, an obviously class-repressive treasonous color. Coss-R is short and very slight of build, with a wispy goatee and John Lennon glasses. Throughout this encounter, Coss-R takes notes on everyone's actions while he runs scurrying back and forth.

*The Earth Mothers, for you traitors who don't have *Acute Paranoia*, are a secret society devoted to propagating sex and natural childbirth, in that order. Any other order is against the Laws of Nature, anyway.

The other Red is Diss-R-DNT-1, a supposedly loyal and valiant proletarian freedom fighter from Alpha State. Actually, he just tried to defect to Alpha Complex, but was stopped by Weeble-O (the orange citizen we haven't described yet). He is, however, a very quick-thinking traitor, and when he encounters the PCs he'll turn

Game Stuff

The BER/LIN Hall

Map: None given, though there's a small diagram here just to make sure we haven't confused you with our prose description. The numbers on the map refer to:

- 1) The Soviet
- 2) Krusch-Y-YEV-4 (portly defector)
- 3) Diss-R-DNT-1 (Alpha State traitor)
- 4) Coss-R-ACK-1 (chasing Krusch-Y)
- 5) Weeble-O-WOB-2 (chasing Diss-R)

6) This way to room of bath
Krusch-Y-YEV-4: Alpha Complex CPU class-conscious craven coward (how's that for alliteration?).

Secret Society: Communists

Mutation: Electroshock

Armor: Yellow mylar reflex (L4P2)

Tactics: Try to defect. Use Smershoviks for cover. Order them around officiously.

Coss-R-ACK-1: Mousy comrade Tass/KGB agent

Secret Society: Illuminati

Mutation: Hypersenses

Weapons:

v-Red laser (8L) _____ 10

Armor: y-Red reflex

Tactics: Scurry, hide, and take notes with inhuman speed.

Diss-R-DNT-1: Canny comrade Red Army guard who tried to defect

Secret Society: NazCIA

Mutation: Adrenalin control

Weapons: Semi-auto slugthrower w/HE shells (10P) _____ 12

Armor: o-Red mylar laminated reflex (L4P2I2)

Tactics: Act like a heroic proletarian and kill overt traitors

Weeble-O-WOB-2: fanatical Alpha Complex IntSec assassin

Secret Society: First Church of Christ Computer Programmer

Mutation: Regeneration

Weapons:

Laser rifle (9L) _____ 15

Armor: Orange reflex plate (L4I3)

Tactics: Kill Diss-R and leave, or gun the Smershoviks one by one.

around and mercilessly gun down every NPC in the area. Hypocrite.

He's pursued by Weeble-O-WOB-2, an extremely loyal (i.e., rabid) Alpha Complex IntSec who has chased him all the way back from Alpha Complex through the bathroom and into Alpha State. Weeble-O's life mission is to kill Commies everywhere. After Diss-R-DNT-1 is dead, Weeble-O will wander back to Alpha Complex unless one of the players opens his mouth and talks in a Russian accent.

Tactical Assessment of this Encounter: This encounter is a crash-course in Alpha State and Communism. It's been put in to hose the players real bad while they're still novices in Smersh. It will insure that in the future they'll role-play Commie Smershoviks to the hilt, which means you can REALLY nail 'em in the debriefing of episode seven. In other words, the whole of the *The People's Glorious Revolutionary Adventure* is a trap. No thanks needed; it's my job.

ENCOUNTER FOUR: BREACH CLOUT

Once those few citizens have been taken care of, the Smershoviks must close in on their objective and deal with the madding crowds of defectors. Read the following to your players:

Ahead you see the glorious revolutionary room of bath, and off to the right a sign that says Alpha State Geological Survey Marker FB4.89-38F0:3NC9<23J. There is a sizable crowd in the area. Upon seeing you, someone yells, "Holy kaopectate! Smershoviks! Run for lives!" Citizens scatter in all directions, some right, some left, some into the room. One citizen standing by the door waves to you, points his arms in opposite directions, and says, "They are to have gone those ways!" What do you do?

The players are more than free to go pursuing any of the people who fled at their approach. There's all types in the



crowd, Alpha Complex and Alpha State; defectors, spies, and vigilantes; intentional lawbreakers and those who simply went into the wrong bathroom. They can chase them, and they can even catch a few. But while they're away from the entrance to the bathroom, another small mob of people stampedes into Alpha State.

Game Stuff

Breach Clout

Fleeing Hordes: Basically a goose chase. Don't worry about mutations, secret societies, etc.

Weapon:

Stray shots (6) _____ 8L

GOING TO THE ROOM OF BATH

Now things get sticky, as the PCs attempt to complete their assignment: enter the room of bath and seal the breach!

ENCOUNTER FIVE: BE WERRY QUIET

When the players return to the bathroom, pull out the game map and place it gently on the table. Get quiet, move slowly and cautiously, but do it gradually. And speak more and more softly. Describe the start of their exploration in nothing short of a whisper. They sneak in slowly and fan out. Everything seems quiet. They tiptoe across the tile floor (ssshhhh). Then —

R-R-I-I-N-N-G-G-G-G! The Communist Party Line goes off, and all the tension that had built up is immediately released as every NPC in the room simultaneously panics! People burst out of stalls and other hiding places all over! Some run for an exit! Some run for another hiding place! Some just run in circles! Everyone thinks he's about to die, so it's no-holds-barred mutation use and slogan shouting. Be sure to keep things moving at a dizzying pace.

Game Stuff

The Battle of BER/LIN, Part I

Guilty Bystanders: A plethora of traitors (about two dozen) caught in the act

Weapons:

Whatever's funny/deadly _____ 8

Tactics: Be humorous and unusual. Plead for mercy or bluff arrogantly. Commit high treason or innocent acts. But most of all: PANIC!

By the way, if anyone remembers to answer the phone, a voice says "Oops, sorry — wrong number."



ENCOUNTER SIX: IT'S A HIT!

Just when the PCs are starting to cope with the pandemonium in the potty, hit them with the second wave; the Free Enterprise breakout. See, Free Enterprise has been holding secret meetings in here for months, and this whole security breach situation came down during a meeting of several important society leaders. Canny survivors (pardon the pun), they wait for the situation in the bathroom to degenerate to complete chaos before they launch a coordinated attempt to escape.

Unfortunately, these folks don't realize that a new chapter in the Secret Society Wars is about to unfold: to wit, whoever wiped out Sierra Club in the DOA Sector Book (and immediate execution if you don't own one) is about to pull the same thing with Free Enterprisers. Simon says, 'read the following out loud.'

Automatic slugthrower fire blankets the room, making the whole place rather icky. A whole bunch of people swarm out of one of the stalls, dapperly dressed in sharply creased outfits, some black, some grey, some brown. They all wear white hats tilted rakishly to the side.

Just as it looks like the gangsters are about to get out (after the PCs have had ample opportunity to die or do similar stupid things), read:

The natty-looking traitors are almost to the door when a group of masked figures appears. Each shouts "Death to secret societies!" in ragged unison (it's obvious they haven't practiced together long enough) and then one fires his plasma generator. There's a spectacular fireball. Do you dive for cover?

Game Stuff

The Battle of BER/LIN, Part II
Free Entrepreneurs: A well-disciplined gang of four bigwigs and a dozen bodyguards.

Weapons:

Heaters. Er, automatic slugthrowers w/dum-dum (9P) _____ 9

Armor: Bodyguards' macho bonus (All2)

Tactics: Exit in an orderly group. Protect the paper-pushers in the middle. Die.

Secret Gang: Three masked clones and a plasma generator.

Secret Society: We're not telling yet

Weapons:

Plasma Gun (20F) _____ 20

Tactics: Kill the FreeEnt gang, then vanish



Loyal Smershoviks scrub up during a mission.

Can the PCs survive the shot? Sure — the cover provided by the fixtures and passers-by reduces the damage column for PCs to 5. Increase this back to 20 for anyone who doesn't dive for cover or who was in the direct line of fire.

ENCOUNTER SEVEN: COLOR ME DEAD

No sooner do the gangsters get toasted than the Alpha Complex Troubleshooters arrive and start shooting trouble. Don't even give your players one round to regroup before you read:

The gang of armed men is gone — only a small black smear and a natty-looking silhouette on a stall door remain. Suddenly red-clad, armed and armored troopers burst in both doors! One person charges through each door and is felled by a barrage of heavy fire from the other door. Pausing, the two groups examine each other's uniforms and mutters an insincere apology. Then both groups storm into the room. What do you do?

If the PCs refuse to speak, they might just survive — but the moment that they open their mouths and the Troubleshooters hear their accents, it's all over. Battle royal in the bathroom! This is the time for the Smersh Politburo to really call back, just to make sure the Smershoviks understand that since this is a threat to Alpha State security, they're supposed to seal up this breach. It's also a very annoying bureaucratic interruption, since the Polit-

buro will DEMAND to be spoken with (out loud, hint hint).

Since the Alpha State map shows an outer wall where BER and LIN sectors are, the Smersh Politburo decides that the Smershoviks have found a major breach where capitalist traitors enter from Outside. It must be sealed at once!

Game Stuff

The Battle of BER/LIN, Part III

Map: It's still the same map we've been using all along. If you want a new map, go and pencil in some changes. Ingrate.

Alpha Complex Troubleshooter Teams (five on each): Undisciplined rabble — use your players as a guideline.

Weapons:

Red laser pistols (8L) _____ 11

Armor: Red reflex (L4)

Tactics: Kill traitors (i.e., everyone they see) and each other whenever possible. Let no one escape into Alpha Complex. Harrass the PCs and try to enter Alpha State.

ENCOUNTER EIGHT: A BRICK IN THE WALL

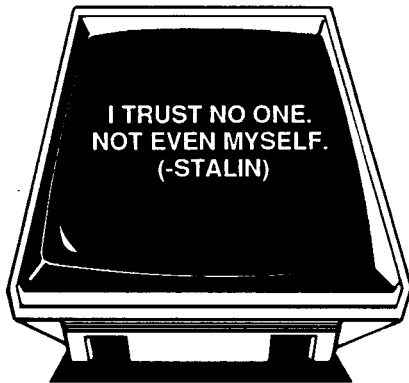
It's up to the player to figure out an ingenious or ridiculous way to seal the breach in the wall. If they ask for suggestions from Smersh Politburo, they will reply with completely inane responses that obviously won't work at all.

Players are by nature ingenious people, and I'm sure they can come up with a good way to plug up the area. Both brilliant and funny ideas will work, but the best are both. Here's some solutions:

> Paint a sign saying "Food Vat Volunteer Recipe Taste Test Station" and place it in a prominent location.

> Confiscate a bunch of toilet paper rations and build a wall out of t.p. painted to look like brick.

> Flood the room and drop a high-power cable into it. It'll look like a disco!



Regardless of which option they choose and whether or not it will ultimately work, the Alpha Complex Troubleshooters will try everything they can to harass the Smershoviks and prevent the completion of the wall. Clone replacements will consistently pop up at embarrassing times, hampering whatever efforts the players are making. The only real solution is to kill them — kill them all. And don't let your players go through the doors. The Politburo will be *very* displeased.

When the PCs do find a solution that you're happy with, the Red Army finally shows up and relieves the exhausted Soviet. The players' solution will hold off the Alpha Complexers for a while, but the sounds of battle sporadically echo through the sector for the rest of the adventure. Just a little reminder.

DEBRIEFING

The players pass lots of Red Army soldiers on their way from the BER/LIN wall to their debriefing at room T. The soldiers mutter about someone building an almost useless wall, and swear to get revenge on the culprit.

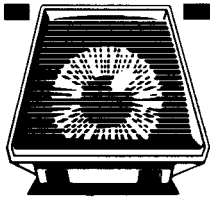
ENCOUNTER NINE: HOME AGAIN!

Here's the players' debriefing:

As you return to briefing room T, Cavi-R turns to you and throatily says, "Very glad to see you are being back, darlings. Is sad to be saying Olig-R is nyet to be with us. Tovarich Computer is said Olig-R is nyet breathing very good at all. Poor Boopsie. Are you big, husky Smershoviks wanting to be telling to me about mission and accomplishing? How depressing was it?"

This is a more or less typical debriefing, although if anyone is still speaking without an accent, now's a great opportunity to get 'em for it. Finally, read:

Cavi-R absently dismisses you, obviously engrossed by the sudden flurry of reports coming over the set, most featuring citizens with some sort of whitish paste plastered on their faces. Probably some sabotage in LL&L.



Episode Three: Fiddling On The Roof (with apologies to Harlan Ellison)

SUMMARY

The players are sent to pick up one of the loose ends left over from the first adventure: a stray Troubleshooter from Alpha Complex. They must capture him alive and unharmed from the top of a haphazardly built nuclear reactor (colloquially called a 'nuclear tractor'). Of course, it's not as simple as it sounds, because other people want to capture him, too — and kill anyone who gets in their way.

BACKGROUND

Somehow or other, the Smershoviks must have sealed the leak, or else they're still in Episode Two and you're getting ahead of yourself by reading this. So the BER/LIN Wall is up. Shower praises upon your proletarian players; Alpha State is once again safe for demogoguery.

Most of the renegades from Alpha Complex are easy to spot and even easier to incarcerate, as MVD personnel are only too happy to grant their request for asylum by placing them in one.

Fortunately for you, the fun-loving gamemaster, not all those trapped in Alpha State are so judiciously apprehended. One such bourgeoisie pig is an Alpha Complex Troubleshooter with the unlikely but gratuitously punny name of Murm-O-NSK-3.

HAVE A JOKE AND A SMILE

Murm-O, while he is proud to be a Troubleshooter, thinks that Troubleshooting as a profession is too grim and depressing. That's why he became a star class Death Leopard, using the nom de guerre "The Harlequin." When he slips into persona, he dresses head to toe in giant black-and-white checks and polka dots complete with long curled shoes,

funny hat with bells, and typical white-faced mime makeup. He has dedicated his existence to enriching everyone's daily life with many smiles, and more than a few StyroKreem pies.

Now, trapped on the wrong side of the BER/LIN wall, Murm-O faces his greatest challenge. Signs everywhere proudly display Tovarich Computer's cliché slogans; HAPPINESS IS TREASON and MORBID DEPRESSION IS MANDATORY - ARE YOU MORBIDLY DEPRESSED? Gosh, if ever there was a need for The Harlequin, it's here! So, ducking behind some cover, Murm-O discards his drab orange reflex jumpsuit, and presto! here comes the fun, little darlin'!

TEARS FOR A CLOWN

The Harlequin first announced his presence by gamboling up to one of Tovarich Computer's glasnost cameras and sticking out his tongue. Upon seeing this rather

impressive close-up of The Harlequin's quivering lingual appendage, The Computer ran a crosscheck on the identification tattoo and identified it as belonging to Murm-O-NSK-3, loyal Troubleshooter reported missing in action an hour ago.

Murm-O is a proven, loyal, and capable Troubleshooter, so when he suddenly starts opening his oral orifice in public The Computer decides one of its most valuable agents is the helpless victim of Commie mind control in Alpha State. Thus The Computer decides to take drastic actions to save this loyal and valuable (though tragically manipulated) Troubleshooter.

JUST WHEN YOU THOUGHT IT WAS SAFE...

...you find out you've got another mission! At least the PCs know where their briefing room is, this time.

ENCOUNTER ONE: ANOTHER BRIEFING

After the first debriefing, give the players just enough time to get almost out of sight of the Kremlin before you read:

As you're about to exit the plaza, you hear a now-familiar limpid voice calling after you. "Yoohooski! Comrade Smershoviks! Tovarich Computer is wanting this for yoouuu!" You turn and see Cavi-R skipping up to you daintily (sorta) waving a piece of paper overhead. Suppressing an urge to run, you wait until Cavi-R gives it to your Red Leader with a simpering smile.

Place the Red Alert PGRA/2A in front of your players. After they've read it, tell them Cavi-R is walking with swaying hips back to the booth. When the players arrive, she has set an old-fashioned video monitor on the floor next to the booth. It makes a very annoying buzz as it warms up.

If possible, you should get some sort of electric buzzer for this briefing, and have it running until Cavi-R turns off the set. The louder and more obnoxious, the better. If you don't have a buzzer, you could use an alarm, or a noisemaker, or get one of your players to make a loud and ugly sound for as long as his vocal cords hold out. The volume of the set can't compete with the buzz, so speak quietly as you read:

When the picture finally fades in, the contrast and brightness are both so low that any detail is washed out, although the name Olig-R-CHY-2 is legible at the bottom of the screen.

"Please to be welcoming me as your Politburo Premier, comrade Smershoviks! Am to be giving to you very vital mission.

"Is being rightwing dogmatic imperialist lackey in Alpha State, and is vandalizing beautiful progressive edifices and faces of many comrade citizens with illegal squishy substance. Please immediately to be apprehending decadent money-leeching bourgeois swinepig. Is dressing like both White Russian and Black Russian.

"Slave-driving ruthless wealthy oppressor is to being alive captured. Repeat! Alive! Is to be no Smershovik spilling blood or drinking Black Russians on mission.

"Traitor is being found near nuclear tractor this sector. Very close by. Nuclear tractor very safe, but there is special warning to be giving you."

(Chuckle. Roll the die. Mumble something about an endurance check. Look surprised, and pretend to search for a "in case the die-roll fails" readaloud. Read:)

With a gut-wrenching gasp and a shocked expression, Olig-R suddenly falls backward, chair and all. For a while nothing is visible except for Olig-R's shoe which is propped up on the desk. Then a worker from LL&L comes on the screen, removes the shoe, and puts a tag on Olig-R's big toe. He glances directly at the camera, reaches below its vision and suddenly your screen goes blank.

Cavi-R is too busy buffing her nails to notice that the video monitor is no longer receiving. Since the PCs have no idea where the nuclear tractor in this sector is, they'll have to ask either Cavi-R or Tovarich Computer. Asking The Big Red One is a big mistake, because The Computer kicks into a big long propaganda spiel glorifying the nuclear tractor, and anyone who walks out on this presentation gets two treason points for failure to display proper revolutionary zeal. Those who sit through the whole six-hour program get five treason points for watching TV when they should be capturing traitors.

Asking Cavi-R gets a different response. With an exaggerated display of surprise, she says,

"Oh, nyet! Do none of my big, powerful, ruggedly handsome Smershoviks know where is famous big nuclear tractor? Kaopectate! Is being very unpatriotic!"

After scolding them soundly (with loving pats on portions of their anatomy) she pulls out a map and points to its

location. Before the players can do anything else, she clamps a handcuff around your choice of PCs' wrist. The cuff is attached to a briefcase containing the equipment in Mission Materialistic List PGRA/2L.

Incidentally, the briefcase is easy to unlock — double their security skill to undo it. The cuff around the PC's wrist is impossible, and it's clamped to his gun hand. The briefcase is KGB surplus, stamped with the words: KILL COURIER UPON OPENING.

THE BIG RED TOUR

In this part of the episode, the Smershoviks take an amusing tour of Alpha State while looking for the nuclear tractor. This will give you a chance to steep the players a bit more in the ambience of their unfamiliar surroundings.

ENCOUNTER TWO: ON YOUR MARX

Finding the nuclear tractor is very easy. We've even provided a map of Alpha State for you to show your players, so they can navigate their own course. Since the players' map doesn't have the key, you are of course free and even encouraged to rearrange things to your cold heart's content. Here's the key:

1) The Kremlin. This is sort of the capitol of Alpha State, and houses all the top bureaucracy.

2) Kremlin Plaza. A large open square surrounded by the cream puff laser cannon turrets mentioned earlier.

3) USSR&D Labs. Located in a zone of wreckage and rubble, these temporary shacks deal more death than the Kremlin does.

4) The BER/LIN Wall. This is where the PCs went in Episode Two. It's not a safe place to be, especially for Smershoviks.

5) The Chern-R-BYL Memorial Nuclear Tractor. This is the mission objective.

6) Spetsnaz FiG Airbase. More on this in Episode Six, though FiGs will be seen in this episode.

7) Smershovik Barracks. This is where the PCs hang out if they ever get some time off, and where their clones impatiently await activation.

8) Siberia. This is a small, white room into which the MVD and KGB place traitors. There's a bright flash and the traitors are gone. Siberiated.

9) Communist Communal Cafeteria and Cold Borscht Bar. This is where everyone eats. The food is Alpha Complex leftovers tinted with Red Dye #2.

10) The Warm Water Portal. The Smershoviks will be heading here in Episodes Four and Five.

Feel free to lead your players on a merry chase around the State. When you've had enough, go to encounter three.

TRACTOR CRAWL

Having arrived at their destination, the PCs prepare to infiltrate a nuclear tractor, while trying to avoid the fifty other traitors who are also after The Harlequin.

ENCOUNTER THREE: DISGUISE THE LIMIT

There's one more thing that needs doing before the players can enter the nuclear tractor to catch The Harlequin. See, Tovarich Computer has ordered a little extra firepower for the mission: some air support, to be exact. Ordinarily such ordnance is delivered via the excessively capable Red Army pilots, but The Computer has had baaaad experiences allowing Vulture pilots to fly Inside, and It sure as heck ain't gonna trust no Spetsnaz pilot to avoid killing Murm-O. So, for this mission, the tactical air support will be in the hands of the Smershoviks. And, all together now, "nobody told the PCs!"

After they exit the restricted breathing area, (or whenever you feel like it,) read:

A couple squads of heavily armed Red Army troopers goosetstep up to you. They stop, unshoulder their weapons and hold them at the ready. One of them steps forward and says, "Comrades! I am Ivan-R-MAN-1. I taking possession of loyal volunteer. Which comrade are you to having volunteered? Was it . . . YOU?!?"

Point dramatically at the player most likely to finger somebody else. When someone is finally volunteered to go, the troopers surround him and march him quickly away. Hand him the information

THE FIKO-I-YAN/GUERO-V-ICHMODEL 25 INTERCEPTOR: THE FiG-25 "BOXFAT"

This is what the temporarily exiled player's character will be flying when the rest of the Soviet appears on the roof. The Boxfat is a very nice fighter-bomber flybot, and is a great addition to The Computer's arsenal. For this mission, though, it has been rearmed with non-lethal devices.

The cannon have been replaced with a high-pressure seltzer hose. The bombs have been replaced with banana peel dumpsters, and the missiles have been refitted as active terminal guidance confetti bombs. The nose laser remains unaltered.

reference PGRA/2i and send him into the next room. Give him some corn chips and root beer (or borscht) so he won't feel lonely. Pull him back in when the rest of the soviet climbs onto the roof. Be patient, it'll happen.

ENCOUNTER FOUR: THE GATES OF DOOM

Inform your players that:

After the Red Army squad hustles your comrade away, you look about and see a gargantuan and intricate structure throbbing with unseen power. Certain structures glow red or blue with their own light. On top of this complex is a sign at least a hundred meters long. It reads, "CHERN-R-BYL MEMORIAL NUCLEAR TRACTOR." Echoing down from somewhere on top of this edifice you hear the sound of treasonous laughter. What do you do?

If the players hesitate, the Communist Party Line rings and Cavi-R informs the Soviet that, "The traitor you are being after is being on top of nuclear tractor. Remember he is to be alive taken for Tovarich Computer, da?" The players have no real choice but to go in and climb up on the roof and try to capture The Harlequin. There are several problems with this.

First, there's guards at the entrance to the plant, and orders or no, they ain't lettin' anyone in! See, the Harlequin has already gained entrance past these guards, having distracted them by hitting them in the face with StyroKreem pies and then tying their shoelaces together and spinning them 'til they were dizzy. Before they could recover, a whole bunch of other people stormed past, and now the guards realize that they just let about 50 people into a very restricted area.

As the PCs approach, they see the two guards dressed in red armor with spatters of some whitish paste all over their heads and shoulders. Their eyes are wide, their teeth are clenched, and their hands grip the stocks of their weapons so tightly that their knuckles are white. Golly, this is a poser, isn't it? How to get past a pair of heavily-armed borderline psychotic guards and into the compound?

Unless the players are super-imaginative, scaling the wall is out. It's very high, well-defended by razor wire and lasers and mines, and has been proven effective against traitorous saboteurs. Engaging the guards in any sort of conversation will prove fruitless; the guards just stand there like cornered animals.

The frontal assault will work, though it may be rather costly. Further, after the

guards are dead all sorts of lowlifes will be able to waltz right into the area. Of course, a frontal assault with stun weapons (or even a pie or two from their briefcase) will be both effective and non-destructive.

Game Stuff

The Gate of Doom

Map: Nyet for this encounter. It's an open area with a fence with a gate.

Plant Guards: High-tension gatekeepers

Weapons:

Flamethrower (11F) _____ 15

Two Energy Pistols (8E) _____ 10 & 5

Armor: Guards' Armor (L1E411)

Tactics: Let no one pass!!!

ENCOUNTER FIVE: AFRAIDIOACTIVE

After the Smershoviks are through the gate, all they have to do is climb to the top of the nuclear tractor and capture The Harlequin. Sounds easy, right? It is, if you discount the deleterious effects of the several other groups attempting to do the same thing. These interfering folks are:

1) Red Army Squad: These are very bad people to have around in a nuclear plant — they have all sorts of heavy weapons and no compunction about using them on The Harlequin (as he is jeopardizing a valuable installation) or on anyone else they see.

2) MVD Group: These guys are here because of all the things The Harlequin has done. If they are allowed to keep The Harlequin, he will never be seen again. Neither will anyone they capture whom they feel has interfered with them.

3) Tractor Services Crew: They're here to get everybody else out, because this is a restricted area. They are after The Harlequin, because they realize he's the center of attention. They will release him at the gate with a stern verbal reprimand. They



Any other questions, comrade?



will also strongly warn everybody else to leave, firing only if fired upon.

4) NazCIA Squad: They want The Harlequin alive, in hopes of getting this ultra-anti-Commie to join their ranks. Since they're traitors already, they have no code against killing.

5) Death Leopard Gang: They want The Harlequin too, 'cuz he's one bitchin' party animal! They're here to have fun and recruit a new member.

6) Corpore Metal Terminators: The Harlequin has brought together a number of superfluos biological intelligences, so these scrubot imposters keep Murm-O the center of attention. By the way, these bots are radiation-shielded.

7) Illuminati Operatives: There's one in every group. They follow their own inscrutable motives, conveniently doing whatever you most want done.

8) Mystics Commune: These yoyos feel The Harlequin has discovered true enlightenment, and like the rabid disciples they are, they stampe after The Harlequin wherever he goes, begging him to teach them. They imitate whatever he does, and whenever he flings a pie at someone they assume he's teaching the target, so they imitate the target, too. Think "LIFE OF BRIAN" with these guys.

9) PURGE Saboteurs: These guys actually couldn't care less about The Harlequin. They just happened to sneak in the back way, and they're here to blow the whole place dome-high. When this is discovered, all the independent groups gang up on them, thereby allowing The Harlequin to escape.

10) The Harlequin: While Murm-ONSK-3 is not technically after himself, he is trying to preserve his own skin, and is therefore an obstacle to those trying to capture him.

Running The Big Battle Scene: The players are in a huge nuclear tractor; so huge that to provide a comprehensive map would require all 40 pages of this book. Nine other groups are also running around, eight of whom also want to catch The Harlequin and one of whom wants to destroy everything. Sounds normal for *Paranoia*. Here's how I'd suggest putting together this madhouse.

Let the players run around wherever they want, but have lots of signs pointing up saying "THIS WAY TO ROOF" or maybe a trail of splattered StyroKreem. It oughtta be pretty obvious how to track down the Harlequin. And if it's obvious to the players, it's obvious to the NPCs, too.

So whenever things seem to be basically under control, roll a 10-sided die and have the Soviet meet the whichever group is appropriately numbered as above. (See? We designers are very foresightful.)

Generally when meeting another group,

Game Stuff

The Gangs Are All Here

Map: There's one given for the roof of the nuclear tractor, though by no means do you have to restrict action to this area. Nosirree. You can have the players wrestle with people on elevators, storm up stairwells, or chase renegades into the catacombs of the waste water conduits.

1) **Red Armymen:** Four trigger-happy warmongers

Weapons:

Autoslughthrowers (8P) _____ 9

Armor: r-Red light battle armor (L4P11)

Tactics: Mindless brutal frontal assault on The Harlequin or anyone who's got him.

2) **MVDs:** Five vengeful hunters

Weapons:

r-Red laser pistols (8L) _____ 13

Neurowhips (stun) _____ 15

Armor: g-Red reflex (L4)

Tactics: Capture The Harlequin and drag him off for questioning. Drag off anyone who interferes.

3) **Tractor Serwicers:** Eight frantic workers

Mutation: Levitation, x-ray vision, or something else that's useful

Weapons: Ice guns (8P) _____ 8

Armor: Environ suits (All1)

Tactics: Order everyone to leave. Fire in self-defense.

4) **NazCIAs:** Three fanatic SS/VC/SEAL super-commandos

Mutation: Adrenalin control (all of 'em)

Weapons:

Needle gun (8AP) _____ 15

Armor: Macho bonus (All2)

Tactics: Drag the Harlequin off and indoctrinate him with fasco-capitalist propaganda.

5) **Death Leopards:** Six fun-loving vandals

Mutation: Whatever's entertaining. Y'know, pyrokinesis, telekinesis...

Weapons:

Improvised (5I - 10I) _____ 8

Tactics: Kidnap The Harlequin. This is the only group that The Harlequin will willingly go with. They will use their spray cans and joy buzzers to great effect in hand-to-hand combat.

6) **Corpore Metallics:** Three fully-armed scrubots

Weapons:

3 x sonic pistol (7E) _____ 5

Armor: Armored glossy bot shell (L2P3I4)

Tactics: Exterminate. Exterminate.

7) **Illuminati:** One secret infiltrator in each group, sometimes separated.

Mutation: Teleport (all of 'em)

Weapons: As the rest of the group

Armor: Likewise

Tactics: Act like a group member, but always be the last one killed. Whenever the GM needs a plot device, do something unpredictable. Like if there's only one person in each group left, everybody grabs The Harlequin en masse and runs.

8) **Mystics:** Thirty Messiah-maniacs

Tactics: Do everything possible to promote comedy. Imitate anyone who seems to be enlightened. Follow The Harlequin around in a mob.

9) **PURGErs:** Four bloodthirsty saboteurs

Mutation: Regeneration

Weapons:

Autoslughthrowers (8P) _____ 9

Tactics: Plant The Really Big Bomb, and kill anyone who stands in their way. It takes two consecutive demolitions skill rolls to deactivate.

10) **The Harlequin:** Black-and-white jokester

Secret Society: Alpha Complex Death Leopard

Mutation: Charm

Weapons:

Slapstick comedy props (stun) _____ 19

Tactics: Have fun; get everyone to smile and laugh. Don't get captured, 'cuz it wouldn't be fun.

there'll be some sort of exchange involving dialog and/or small arms fire, then one or the other will flee/pursue/continue to the roof. Chases are very common in this part of the adventure. Don't forget to mark off dead comrades. Oh, and if you get a '7' go ahead and roll another group, but have the Illuminati member act up somehow.

For that matter, there's no reason the players have to meet these groups one at a time. Every third encounter or so, have

them meet *two or more groups*.

Since only Smerhsoviks are equipped for clone replacement, they will eventually win this struggle, though I'd hope your players are imaginative enough not to have to win through attrition. What they have to do is arrange for one group after another to get hold of The Harlequin, suffer attacks from everybody else, then take him for themselves after everyone else has killed each other off. If your players are doing good roleplaying and get-

ting the MVDs to go after the Red Army, and the Red Army to go after the NazCIAs, etc., etc., then by all means oblige them. That's what's supposed to happen! Sure, don't make it a pushover, and have some plans backfire, but this whole scene is supposed to be a really funny madhouse slaughterfest.

ENCOUNTER SIX: UP ON THE ROOF

Did you forget your player in the other room, waiting for you to come tell him when it's time to fly? So did we, almost. When your players make it to the roof for the Harlequin's last stand (which should be when about half the enemies have been killed, or half an hour of real time, whichever comes first), have all the surviving members of all the different groups make it up there too. The PCs are surrounded by many many angry citizens. Their goose is cooked for sure ... but suddenly rise up out of your seat and dash into the other room! Inform your chosen pilot of the general situation and ask him what he wants to do. Don't allow anything too outrageous, and remind him that capturing the Harlequin (alive) is absolutely vital — but anything that accidentally happens to the PCs while the rest of the mob is being taken care of ... well, into each clone's life a little seltzer, banana, and confetti must fall.

Describe this scene dramatically, with the howl of the jet causing the mob to hesitate, and the awesome appearance of the Boxfat as it makes its first attack run. Let the pilot roll his dice — but unless he blows things really badly, let him save the day and clear the roof, meanwhile capturing The Harlequin. The poor sap's been sitting in the other room for half an hour now! Time for a little fun!



The Harlequin engages in treasonous frivolity.

WRAPUP

By now, the players should have recovered The Harlequin. Hope they have enough clones left to finish the next four episodes!

ENCOUNTER SEVEN: BEDTIME FOR BOZO

Be careful about what the players do with The Harlequin. They aren't allowed to kill him, though by this time they'll desperately want to. Once the PCs are outside, the Politburo calls to check up on the Soviet, and orders them to proceed to the interior of the Kremlin where they will continue to guard The Harlequin and also receive their debriefing. They also rejoin their pilot comrade.

KILLING JOKE

If, for whatever reason (past, present, or future — like if they killed the gate guards and let too many undesirables into the nuclear tractor), The Harlequin is indeed killed, let the players know that this is A Very Bad Thing. The first person who reports it is killed out of hand for even acknowledging the possibility that The Harlequin might die.

Eventually someone will wise up and tell Tovarich Computer that The Harlequin is "alive, but nyet very responsive." Then the players get to lug a slowly stiffening corpse around for the entirety of the next episode, until the body is returned to Alpha Complex and thence to The Computer who sadly assumes the stress of isolation, subversion, abduction and liberation overtaxed poor Murm-O's heart and he died a hero's death.

PC# 1: "Doctor" Zhiv-R-GOE-1**Secret Society:** Frankenstein Destroyers**Secret Society Rank:** 1**Mutant Power(s):**

Empathy

Attributes		Skill Bases/Bonuses	
Strength _____	3	Damage Bonus ____	0
Endurance _____	17	Carrying Cap. ____	25
		Macho Bonus ____	1
		Skill Bases	
Agility _____	4		1
Chutzpah _____	14		3
Dexterity _____	17		4
Mechanical Apt. ____	5		1
Moxie _____	18		5
Power _____	13		

Background: You've always loved life, in a depressingly earnest sort of way, and desperately sought to maintain suffering at sort of a melancholy equilibrium. That's why you hate bots; they're not alive, and they feel no real emotions like crushing agony or suicidal despondence. So all bots must die.

There's other reasons to be sad, too. Like the recent accident at what is now called the Chern-O-BYL Memorial Nuclear Tractor. You were stationed at the nuclear tractor as a guard. Then some reactor components malfunctioned, and you rushed in to establish order and maybe keep someone from dying. There was one injured worker inside and you were going to help him — but And-R-POV-1 ran in at that moment, and tried to grab a device the worker had been using or installing. You'd seen the device before, and it was a *military* item. You managed to keep And-R from getting it until the others came, but in the meantime the worker died and now the plant is named after him because he's a martyr or something.

You thought it was really strange that a military device was in the plant at the time of the accident . . . but recently the Frankenstein Destroyers told you that some Corpore Metallics deliberately sabotaged the plant and caused the malfunction. Maybe they

put the device in there specifically to frame you.

Current Proletarian Movement Mission: Right before the plant accident, the Red Army supposedly filed a request for more power. That is patently false, and it puts us in the limelight for catching the blame. Find out which agency really filed the request and why. Further, we had arranged for you to be Red Leader. Find out who blocked us and why.

Mandatory Bonus Duty: Depression Comrade

Monitor the physiological and psychological status of your fellow Smershoviks. Make sure everyone is morbidly depressed. Be alert for signs of happiness; happiness is treason. Combat happiness with bad jokes, downbeat observations, and root canal work without anaesthesia.

Secret Society Mission: Kill bots. Find out who's onto your membership in the Frankenstein Destroyers. You are now a security risk, and you must cover your tracks or we'll cover ours.

PC# 2: Chern-R-NKO-2**Secret Society:** Death Leopard**Secret Society Rank:** 1**Mutant Power(s):**

Pyrokinesis

Attributes		Skill Bases/Bonuses	
Strength _____	13	Damage Bonus ____	0
Endurance _____	17	Carrying Cap. ____	30
		Macho Bonus ____	1
		Skill Bases	
Agility _____	13		3
Chutzpah _____	19		5
Dexterity _____	4		1
Mechanical Apt. ____	18		5
Moxie _____	9		2
Power _____	12		

Background: You love watching things burn. That's why you love working for Tractor Services; you get to stand right next to the nuclear piles and just watch 'em burn — all daycycle, all nightcycle. That's also why you love your mutant power.

You never had a real strong drive to be a Superstar Death Leopard, you just wanted to provide supporting fire. Your #1 clone had been bragging for weeks about the sabotage he was going to pull at the nuclear plant. Then he up and died while installing some new gizmo!

Worse yet, the plant was made into a memorial for your clone brother, and now it's the Chern-O-BYL-1 Memorial Nuclear Tractor. Talk about high profile! You ended up moving (illegally) from BYL sector to NKO sector, your current home. You haven't been found out yet, but it's only a matter of time . . .

There's one thing that bothers you — after the 'accident,' you made it into the plant and found your clone brother lying there, with Zhiv-R-GOE-1 and And-R-POV-1 standing nearby. Either of them could have saved your clone, yet neither did.

Current Proletarian Movement Mission: We suspect the Chern-O-BYL tractor accident was the result of a plot against us, possibly by Tanknical Services or the Red Army, who requested the additional power in the first place.

Mandatory Bonus Duty: Cleanliness Comrade
Supervise your comrade Smershoviks' dress and cleanliness. Make sure everyone is rustically sloppy. Spit-shined boots and sharp creases are the hallmarks of the evil NazCIA; good Smershoviks look like they just climbed out of the trenches.

Secret Society Mission: Mission? For Death Leopard? Just kill KGB agents. We're not sure who on your Soviet it is, so just kill 'em all — except for the ones who belong to friendly Secret Societies like Frankenstein Destroyers, Psion, or Free Enterprise.

PC# 3: And-R-POV-1**Secret Society:** Pro Tech**Secret Society Rank:** 1**Mutant Power(s):**

Mechanical Intuition

Attributes		Skill Bases/Bonuses	
Strength _____	20	Damage Bonus ____	2
Endurance _____	12	Carrying Cap. ____	65
		Macho Bonus ____	0
		Skill Bases	
Agility _____	9		2
Chutzpah _____	20		5
Dexterity _____	9		2
Mechanical Apt. ____	2		0
Moxie _____	10		2
Power _____	2		

Background: Only your secret affiliation with the KGB kept you from feeling really deprived in life. The KGB gets to play with all sorts of gadgets, though not as many as the Red Army. You've made a secret study of spetsnazcraft operation. You hope someday to be able to fly one. Red Army personnel shouldn't be allowed — they're not trustworthy.

Take the recent nuclear accident as an example. The Red Army asks for more electrical power. Always alert for dissident sentiments of inadequate supply, you began an immediate investigation — whereupon not only does the Red Army claim to have never made such a request, but they post guards all around the nuclear power plant.

Then, a short time later, there's an accident. You happened to be there, looking for new leads, so you ran in hoping to steal — er, find some evidence. Lo and behold, you found a *military* device with the letters "TMI" inscribed on it sitting in the middle of the nuclear tractor, but Zhiv-R-GOE-1, a Red Army soldier, would not let you leave with it.

Current Proletarian Movement Mission:

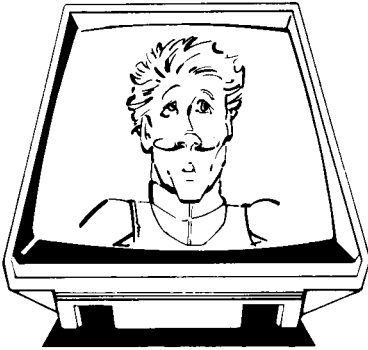
Tass: Yesterday you discovered some old Tass newsfiles on the Chern-R-BYL accident. You saw enough to know that someone wanted very badly for the late Chern-R-BYL to be elevated to revolutionary martyr status.

KGB: A recent census shows conclusively that there have been a large number of unauthorized moves between sectors. See if any of your soviet comrades have relocated.

Mandatory Bonus Duty: Censorship Comrade
Maintain communications and public relations at all times. Guard the Communist Party Line and prosecute those who refuse to defer to emergency calls. Make sure all reports are accurate.

Current Secret Society Mission: Find the TMI device again, and any other unusual technology which falls into your hands, and route it back to us for examination. Also, counterintelligence has definitive evidence that one of your fellow Smershoviks belongs to the Sierra Club. Kill him and only him.

PC# 1: "Dr." Zhiv-R-GOE-1 **Proletarian Movement: Red Army** **Glasnost Clearance: RED** **Player Name: _____**



Improved Skills

Agility Skill Base _____ 1
 Grenade _____ 5
 Primitive melee weapons _____ 4

Chutzpah Skill Base _____ 3
 Motivation _____ 6
 Psychescan _____ 5

Dexterity Skill Base _____ 4
 Laser Weapons _____ 7
 Vehicle aimed weapons _____ 8
 Vehicle launched weapons _____ 5

Mechanical Skill Base _____ 1
 Spetsnazcraft op. & maint. _____ 10

Moxie Skill Base _____ 5
 Biochemical therapy _____ 8
 Demolition _____ 7
 Medical _____ 13
 Survival _____ 7

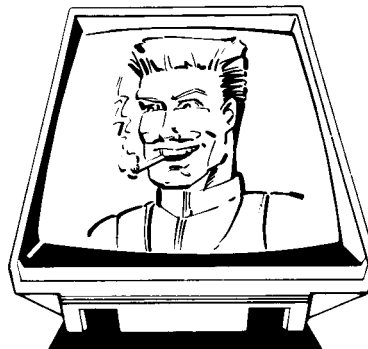
Personal Equipment

Red jumpsuit
 Red reflex
 Scimitar
 Laser rifle
 Red laser barrel
 Medical kit
 Pocket-sized notebook
 Pen with invisible ink (from GRU)
 Explosives
 (stolen, hidden in medkit)
 120 rubles
 Red socks
 expected any daycycle now

Weapon	Skill Number	Type	Damage Rating	Range	Experimental?	Damage Status	Rubles
Laser Rifle	7	L	9	100	N		120
Scimitar	4	I	9		N		
Explosives	7	P	10		N		

Armor	Rating
Red Reflex	L4

PC# 2: Chern-R-NKO-2 **Proletarian Movement: Tractor Services** **Glasnost Clearance: RED** **Player Name: _____**



Improved Skills

Agility Skill Base _____ 3

Chutzpah Skill Base _____ 5
 Forgery _____ 9
 Spurious logic _____ 7

Dexterity Skill Base _____ 1
 Laser Weapons _____ 7

Mechanical Skill Base _____ 5
 Tractor op. & maint. _____ 9

Moxie Skill Base _____ 2
 Demolition _____ 10
 Mechanical engineering _____ 7
 Nuclear engineering _____ 8

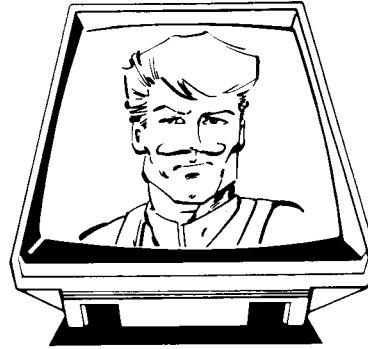
Personal Equipment

Red jumpsuit
 Red reflex
 Laser pistol
 Red laser barrel
 Mud-filled squirt gun
 Pocket-sized notebook
 Pen with invisible ink (from GUGB)
 Green spray paint
 (can be ignited!)
 120 rubles
 Red socks
 expected any daycycle now

Weapon	Skill Number	Type	Damage Rating	Range	Experimental?	Damage Status	Rubles
Laser Pistol	7	L	8	50	N		120

Armor	Rating
Red Reflex	L4

PC# 3: And-R-POV-1 **Proletarian Movement: Tass/KGB** **Glasnost Clearance: RED** **Player Name: _____**



Improved Skills

Agility Skill Base _____ 2
 Unarmed _____ 13

Chutzpah Skill Base _____ 5
 Interrogation _____ 10
 Intimidation _____ 7

Dexterity Skill Base _____ 2
 Laser weapons _____ 7

Mechanical Skill Base _____ 0
 Spetsnazcraft op. & maint. _____ 9

Moxie Skill Base _____ 2
 Surveillance _____ 9

Personal Equipment

Red jumpsuit
 Red reflex
 Laser pistol
 Red laser barrel
 Pocket-sized notebook
 Pen with invisible ink (from KGB)
 Big tape recorder
 with hidden storage
 Powerful magnet
 Box of matches
 120 rubles
 Red socks
 expected any daycycle now

Weapon	Skill Number	Type	Damage Rating	Range	Experimental?	Damage Status	Rubles
Laser Pistol	7	L	8	50	N		120

Armor	Rating
Red Reflex	L4

PGRA Revolutionary Anthem

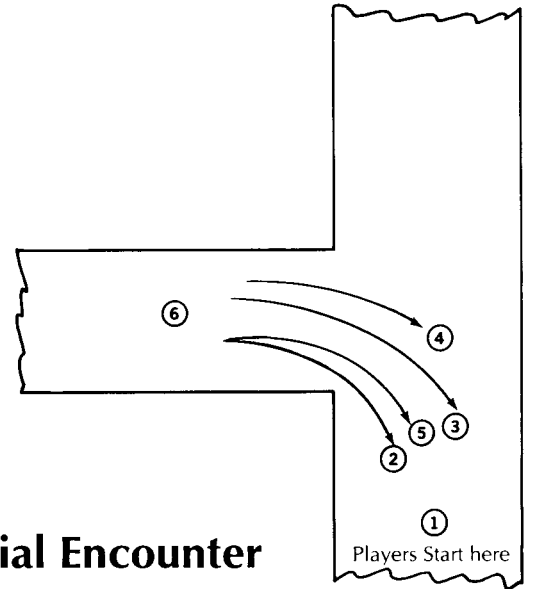
*Sung to the tune of The
William Tell Overture
(sort of)*

I / am a good / Russkie Smer-sho-vik,
Bushy moustache / on my face-I-stick,
Talk with accent dot is werry thick.
Da!
Don't it make you sick?

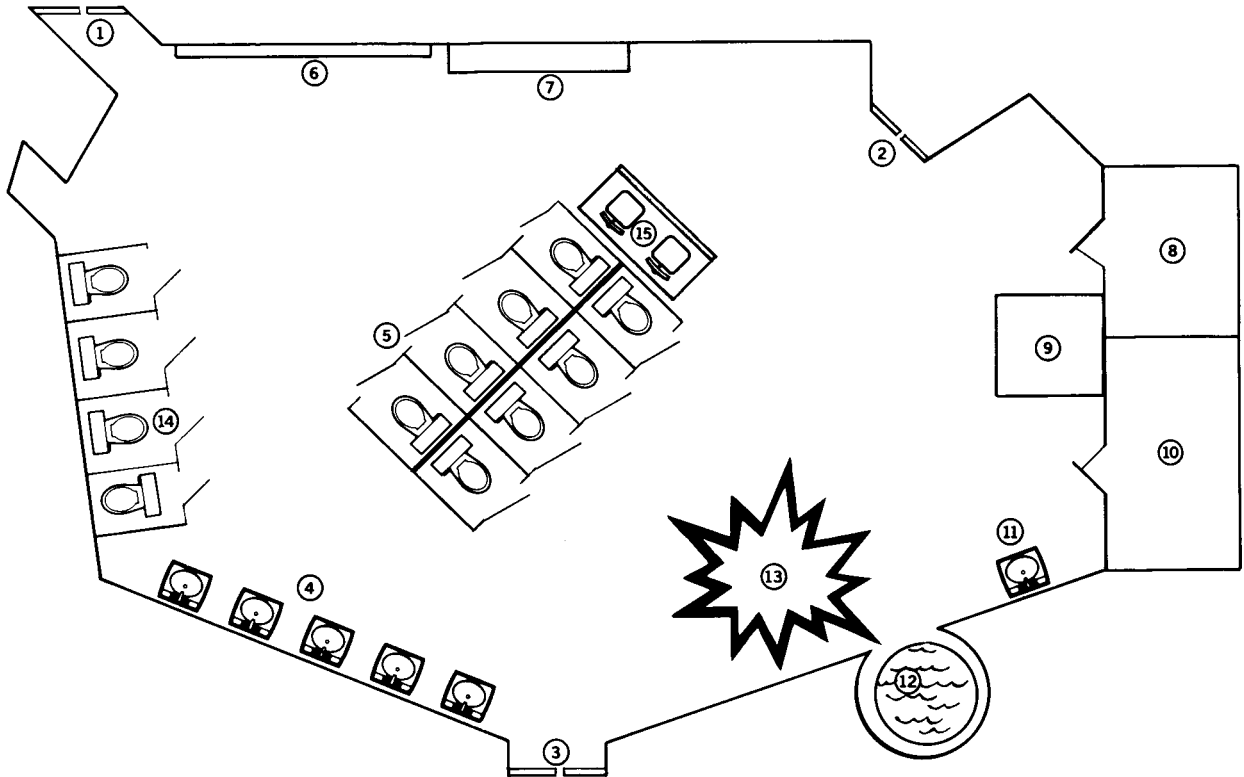
I am a good loyal Communist.
I am always / mor-bid-ly de-pressed.
Tovarich Computer is the best!
Da!
And in red I'm dressed.

Capitalist mutant bourgeoisie
Charge at me from everywhere I see.
Just watch me gun them down 1 - 2 - 3.
Da!
From freedom we're free!

Tovarich Computer to me said,
"Capitalist traitors are all dead.
"For this you are to be promoted!"
Da!
Now I'm clearance -- RED?!?



Initial Encounter



The BER/LIN Bathroom

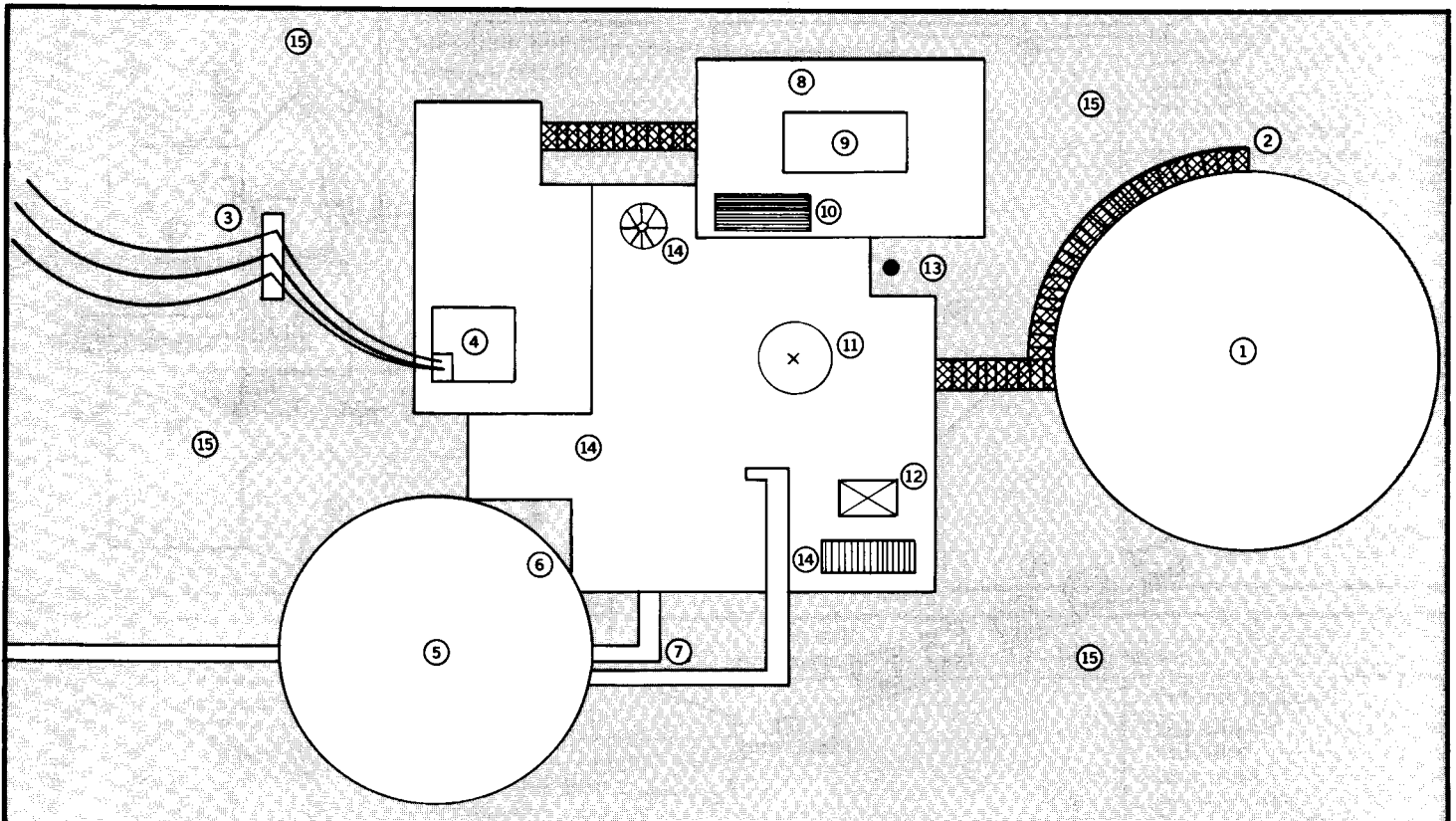
- 1. BER Entrance
- 2. LIN Entrance
- 3. Players' Entrance
- 4. Sinks
- 5. Heads

- 6. Big Mirror
- 7. Paper Towels
- 8. Shower Chamber
- 9. Bath Towel Bin
- 10. Decontamination Booth

- 11. Community Toothbrush
- 12. Jacuzzi (broken)
- 13. Hole in Floor
- 14. FreeEnt Stall
- 15. Shoeshine Stand

PC ROSTER

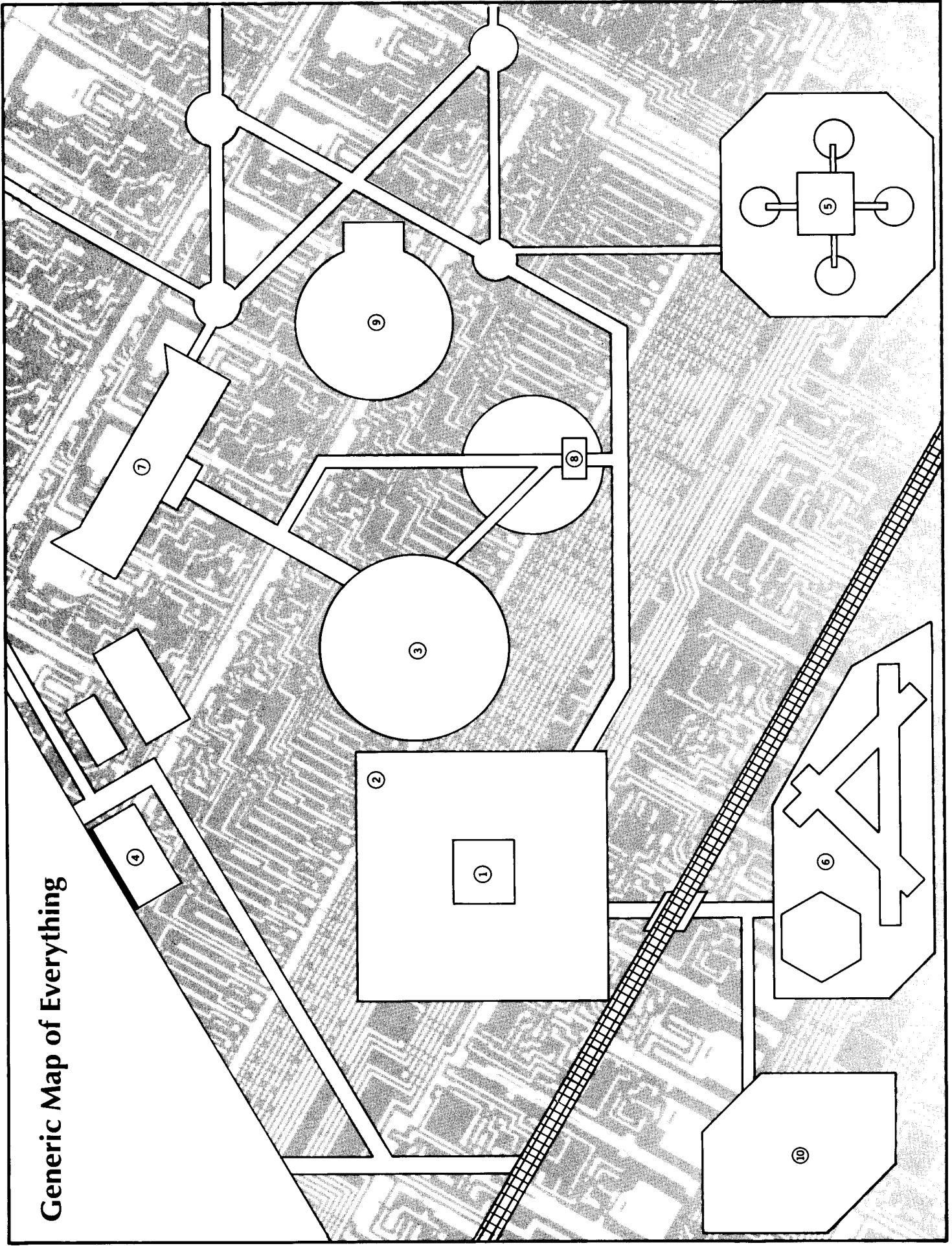
PC#	Name	Important Skills	Proletarian Movement	Secret Society	Mutation	Major Weapon
1	Zhiv-R-GOE-1	Vehicle Aimed Wpns. (8) Spetsnazcraft Op. & Maint. (10)	Red Army	Frankenstein Destroyers	Empathy	Laser Rifle (L9) ____ 7
2	Chern-R-NKO-2	Tractor Op. & Maint. (9) Demolition (10)	Tractor Services	Death Leopard	Pyrokinesis	Laser Pistol (L8) ____ 7
3	And-R-POV-1	Unarmed (13) Spetsnazcraft Op. & Maint (9)	Tass/KGB	Pro Tech	Mechanical Intuition	Laser Pistol (L8) ____ 7
4	Gorb-R-CHV-1	Vehicle Aimed Weapon (4) Electronic Engineering (10)	USSR&D	Corpore Metal	Machine Empathy	Laser Pistol (L8) ____ 7
5	Karlm-R-XXX-1	Bribery (10) Con (11)	LL&L	Free Enterprise	Charm	Laser Pistol (L8) ____ 7
6	Nick-R-LAS-2	Oratory (9) Security (8)	CCCPU	Psion	Telekinesis	Laser Pistol (L8) ____ 7



Nuclear Tractor

- | | | |
|-----------------------------|-----------------------------|----------------------------|
| 1. Cooling Tower (open top) | 6. Stairs to Hatch | 11. Access to Reactor Core |
| 2. Very Tall Ladder | 7. Piping | 12. Radio Antenna |
| 3. Power Lines | 8. Observation (no railing) | 13. Fireman's Pole |
| 4. Power Relay Station | 9. Control Room | 14. Stairs from Ground |
| 5. Heavy Water Tank | 10. Pile of Graphite Rods | 15. 100 Meter Drop |

Generic Map of Everything



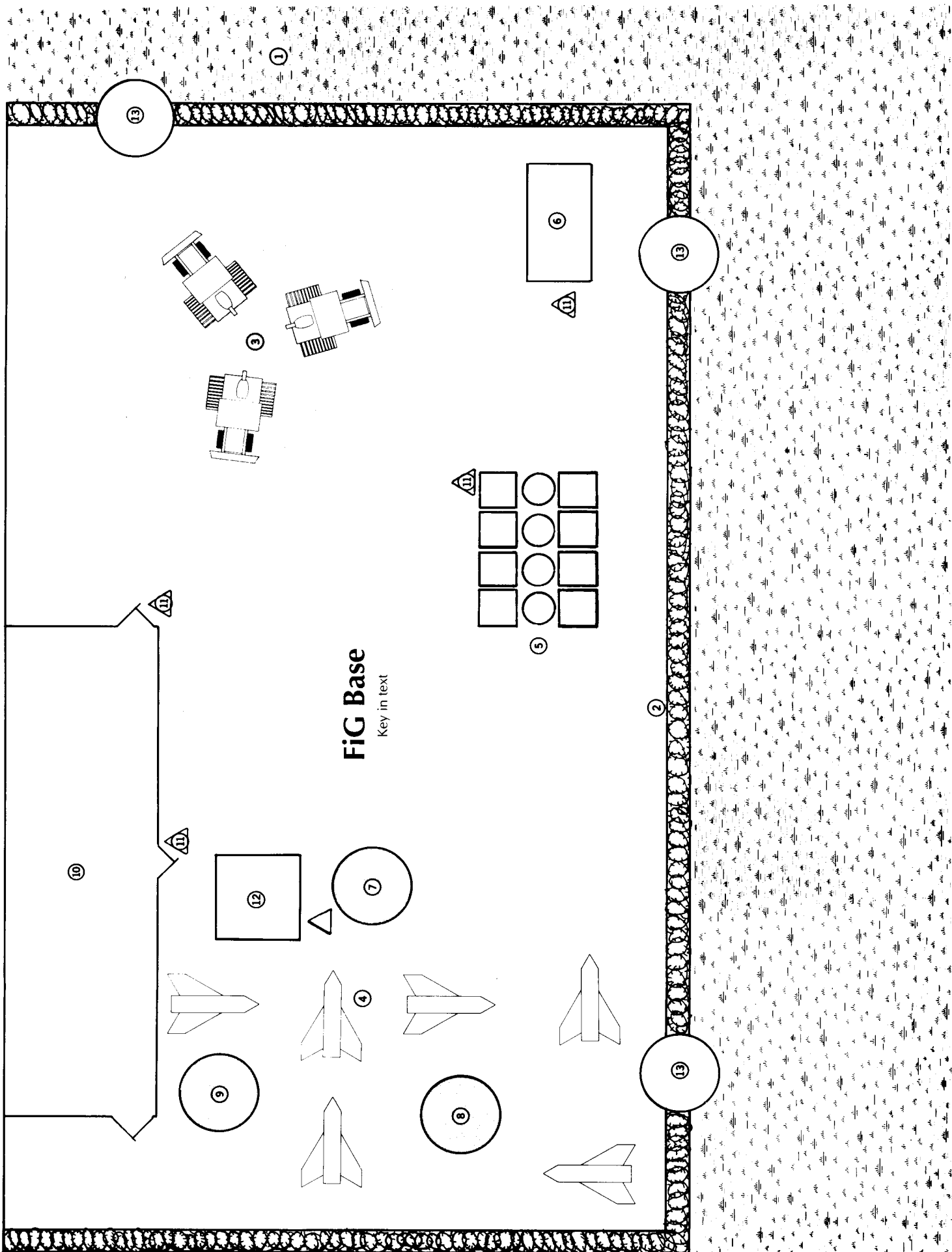


FIG Base
Key in text

10

12

7

9

8

4

3

6

5

2

13

13

13

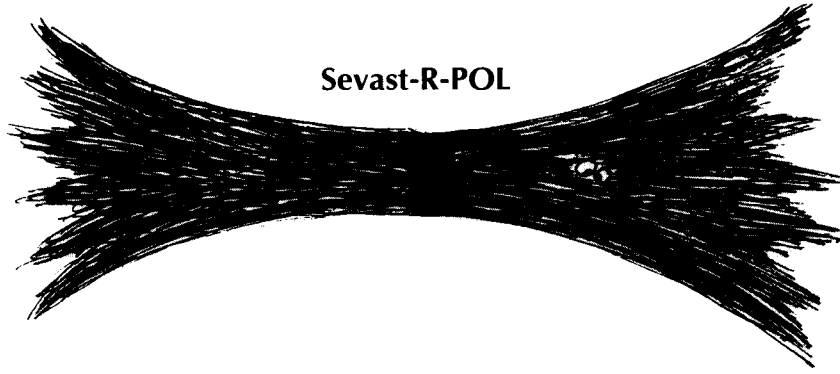
1

11

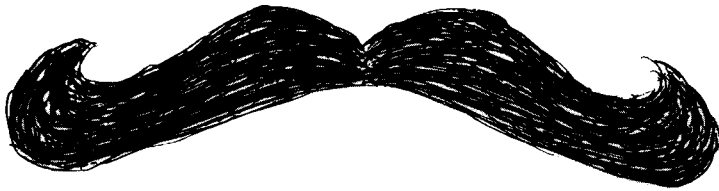
11

11

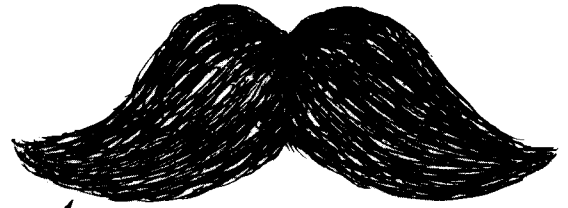
Sevast-R-POL



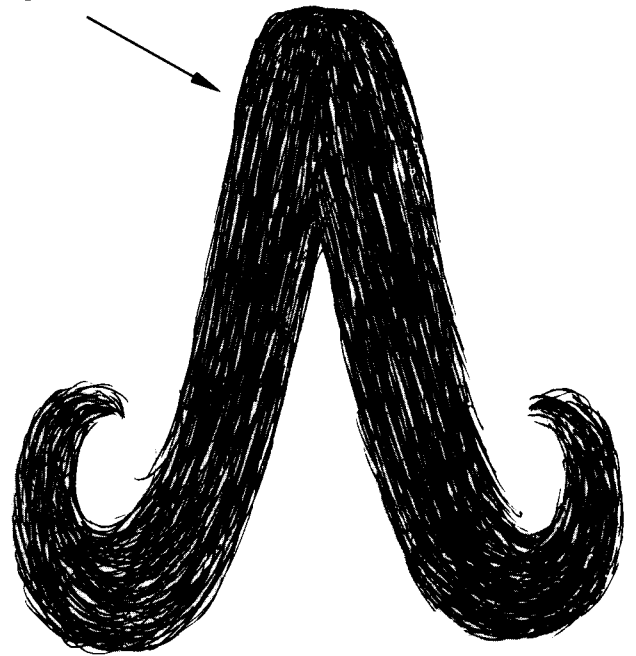
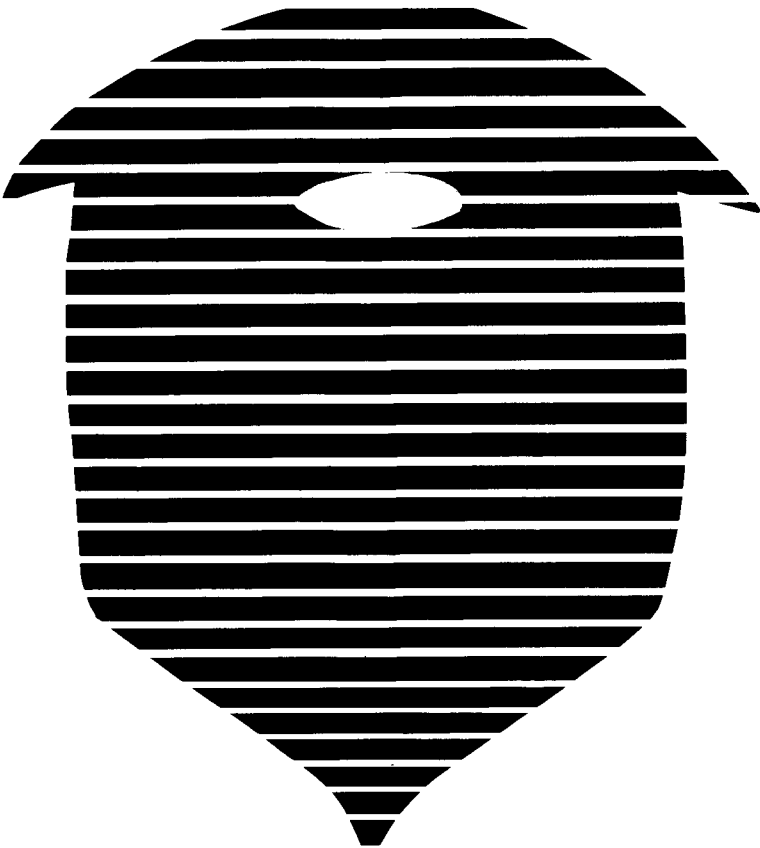
Cavi-R-EGG



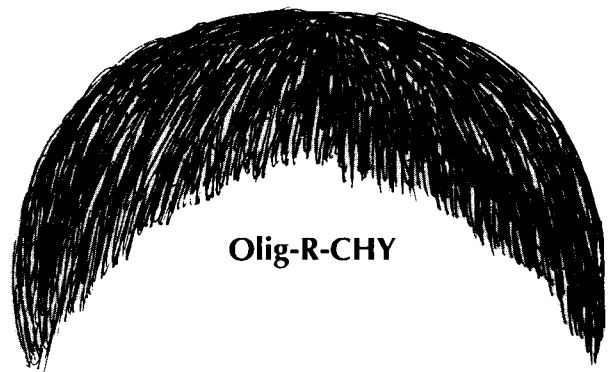
Other NPCs

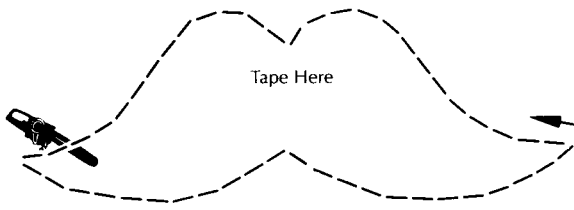
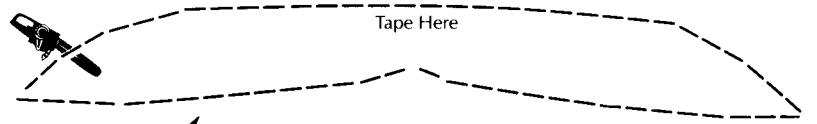
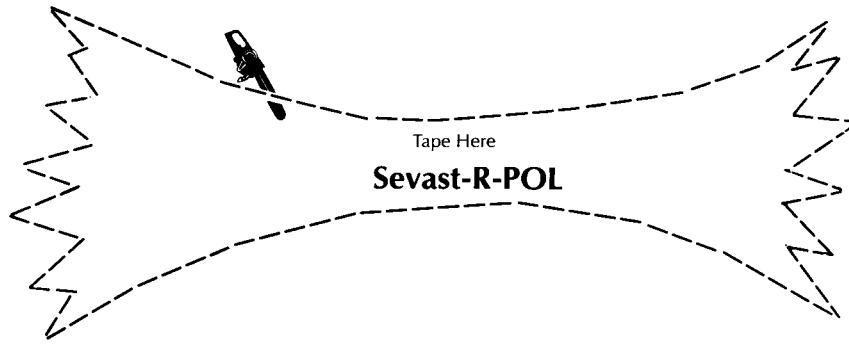


Tovarich Computer

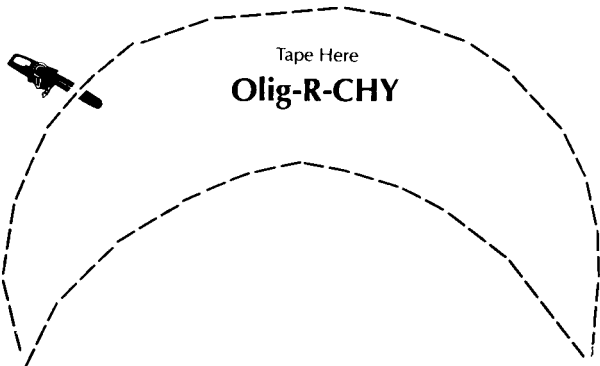
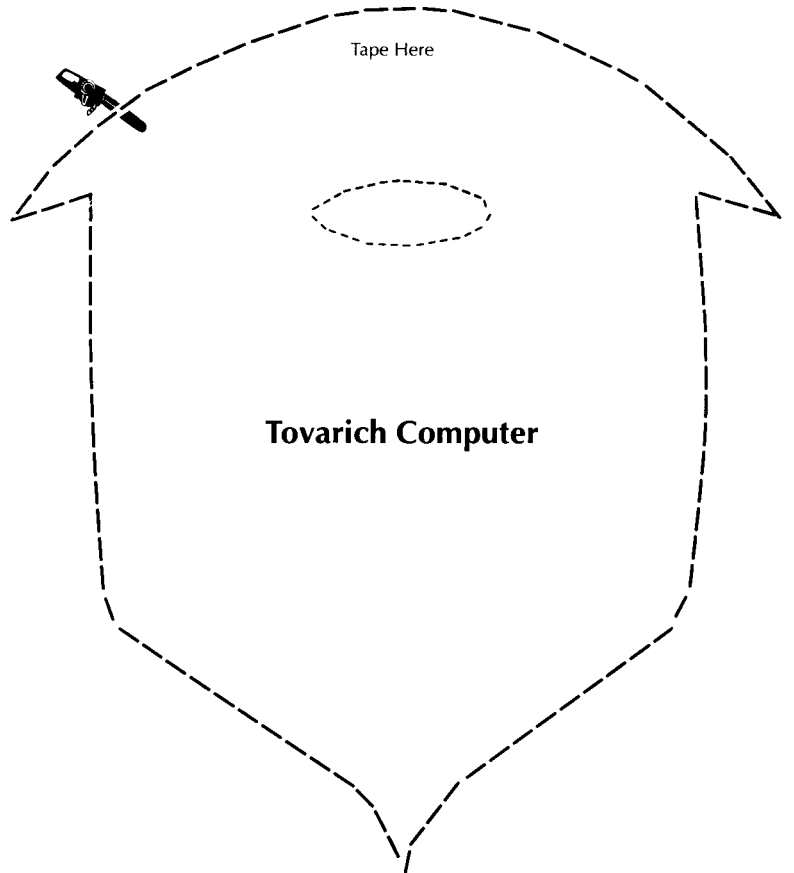
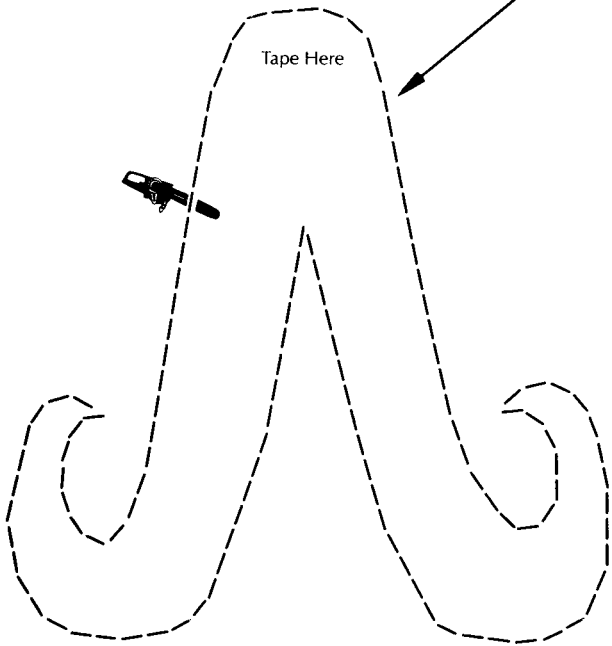
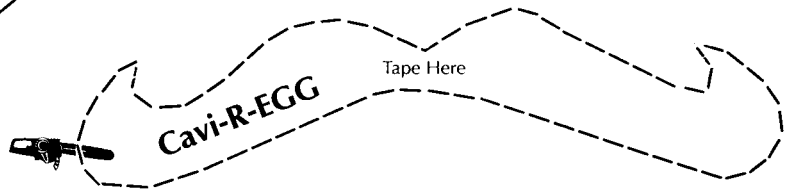


Olig-R-CHY





Other NPCs



Congratulationings, honored revolutionary comrade! You are being recipient signal honor of flight of FiG-25 "Boxfat" fighting-bombing flybot! Please to be warming up of piloting skills while I am telling you following: The FiG-25 has cannon-mounted wings, two.

It has a bomb-mounted undercarriage, but number of bombings is being petroiskad under glasnost laws. It is also having missile guidances, which are werry fast, and is also having special weapon mounted nose, but weapon also is petroiskad. So sorry. In order for obeyment of mission directives, weapons of FiG had being having been retrofitted for your convenience. You are to being launching and having rendezvous with revolutionary comrades werry soon. Have depressing day!

RED ALERT
:Reference PGRA/1A
:Soviet #1917

***** RED ALERT! *****

:SMERSHOVIK SOVIET #1917 TO REPORT IMMEDIATELY BRIEFING ROOM T FOR BRIEFING OF ROUTINE DEPRESSING MISSION OF INSPECTION AND REPAIR ROOM OF BATH COORDINATES A LITTLE TO LEFT OF FB2.89-38F0:3NC9<23J.U23N/V82FLR9. FAILURE TO BE REPORTING PUNISHABLE BY SUMMARY SIBERIATION. BE KEEPING HANDY LASER!

RED ALERT
:Reference PGRA/2A
:Soviet #1917

***** RED ALERT! *****

:ATTENTION SMERSHOVIK! REPORTING IMMEDIATELY AGAIN BRIEFING ROOM T FOR WERRY IMPORTANT MISSION FOR CAPTURING TRAITOR AT LARGE. MISSION IS TO BE WERRY SAFE BECAUSE YOU ARE NYET ALLOWED FOR FIRING OF WEAPONS. MORBID DEPRESSION IS MANDATORY! DO NYET TRUST NYETBODY!

RED ALERT
:Reference PGRA/3A
:Soviet #1917

***** RED ALERT! *****

:COMRADE SMERSHOVIK! YOU AND PROLETARIAN SOVIET ARE TO BE TAKING OF DANGEROUS PRISONER TO ANOTHER DOME FOR SAFE KEEPING AND THERE DELIVERING TO RECEPTIONIST.

:SOVIET #1917 IS TO BE LEAVING FROM WARM WATER PORTAL TO OUTSIDE. PRISONER IS TO BE BRINGING ALONG. NYET TO TELL NYETBODY WHAT YOU ARE TO BE DOING REALLY.

:NYET TALKING TO PRISONER FOR REASONS OF GLASNOST. ALSO NYET TO BE LISTEN TO PRISONER; IS DANGEROUS LIAR. IS TOP SECRET MISSION. TRUST NYET ONE NYEVER!

RED ALERT
:Reference PGRA/4A
:Soviet #1917

***** RED ALERT! *****

:ATTENTION SMERSHOVIKS! BE IMMEDIATELY REPORT FOR WERRY GLORIOUS SAFE ROUTINE DEPRESSING MISSION OF SPREADING COMMUNIST REVOLUTION. IS TO BE SUBVERSIVE MISSION AND WERRY SECRET. BE SURE TO PACK AN EXTRA CHANGE OF UNDERWEARINGS. REMAIN ALERTED! SERVE TOVARICH COMPUTER!

RED ALERT
:Reference PGRA/5A
:Soviet #1917

***** RED ALERT! *****

:ZHDRAVSTVUITYE, SMERSHOVIK! TOVARICH COMPUTER IS BEING SELECTING FOR YOU GLORIOUS PROLETARIAN PRIVILEGE OF PARTICIPATION OWERT SUPPORTING PROLETARIAN REVOLUTION.

:SOVIET IS BEING WANGUARD IN LEADING OF RED ARMY INTO NEARBY CAPITALIST ALPHA STATE. ENTIRETY OF OPERATION IS DEPENDING ON SMERSHOVIK PERFORMANCE AND PATRIOTISM AND GENERALLY BEING GOOD COMMIE.

:REMEMBER, THOUSANDS OF WERRY LOYAL RED ARMY SOLDIERS WILL BE RIGHT BEHIND YOU AT ALL TIMES! TOVARICH COMPUTER IS YOUR COMRADE!

SMERSHOVIK QUOTA FOR FIVE-YEAR PLAN

:Zhdraستیe, Smershovik Soviet #1917!
:Tovarich computer is having helped you decide next five-year quota! Here is quota you decided on!

:PRODUCTION -

:You must
:Kill 7 traitors of glasnost clearance red
:Kill 4 traitors of glasnost clearance red
:Kill 2 traitors of glasnost clearance red
:Kill 1 traitors of glasnost clearance red
:Kill 1 capitalist imperialist mutant high traitor
:Kill 1 infiltrator of own Soviet
:Kill 40 innocent bystanders
:Destroy 2 bots
:Go outside 3 times
:Cross road once without looking
:Wave sabres dramatically in front of tass cameras twice
:Make thirteen mistakes
:Slip and fall on face once (each)
:Complete 57 missions
:Achieve all goals of 100 missions
:Brush teeth once (collectively)
:Extra production will be appropriately rewarded!

:CONSUMPTION

:You must use -
:169 laser barrels
:2 grenades
:2 to 4 years' rations (each)
:Every excuse in the book
:Overconsumption is treason! Greed does nyet pay!

:MATERIALISTIC LIST

:reference PGRA/1L
:Soviet #1917

:TOILET PAPER, ROLLS, TWO
:TOWELS, PAPER, ROLL, ONE
:SEAT, TOILET, REPLACEMENT, ONE
:SOAP, HAND, FIVE LITERS
:MOP, ONE
:FLUSH VOUCHERS, THREE
:SINK VOUCHERS, ONE MINUTE, FOUR
:SINK PLUGS WITH CHAIN, TWO
:TILE CLEANER, ONE LITER
:RUBLES FOR PAY STALLS, TWENTY

:MATERIALISTIC LIST

:reference PGRA/3L
:Soviet #1917

SIX CARTONS LABELLING "RUSSIAN UNSEASONABLY BAD WINTER PROVISIONAL PROLETARIAN SURVIVAL GEAR, INDIVIDUALISTIC;" WHO ARE CONTAINING EACH: THERMO UNDERCLOTHES, ONE PAIRING; HOT COCOA MIX WITH MARSHMALLOWS, PACKETS SIX; CONSTRUCTION INSTRUCTION; IGLOO, ONE SHEET; ICEPICK, ONE; MITTEN FOR NOSE, ONE; SNOWSHOE, ONE; BIG FURRY BABUSHKA, BLACK, ONE; BIG FURRY BABUSHKA, BROWN, ONE; BIG FURRY BABUSHKA, TAN, ONE; BIG FURRY BABUSHKA, GREY, ONE; BIG FURRY BABUSHKA, RED, ARTIFICIAL COLORS, TWO; CORD, EXTENSION, COMMUNIST PARTY LINE, A WERRY BIG ROLL.

:MATERIALISTIC LIST

:reference PGRA/2L
:Soviet #1917

:PIES, SURRO-CREAM, TEN
:PIE CATAPULT, SHOULDER-FIRED, ONE
:PILLOWS, FLUFFY, SIX
:SELTZER BOTTLES, ONE LITER, THREE
:SHILLY STRING, ONE LITER, THREE
:NOISEMAKERS, TWENTY-FOUR
:PILLS, DEPRESSION, TWO GROSS

:MATERIALISTIC LIST

:reference PGRA/4L
:Soviet #1917

EXPERIMENTALIST INFILTRATION DEVICE, ONE; CRATES, THREE, EACH WHICH IS TO BE CONTAINING 20,000 PAMPHLETS WHICH ARE ENTITLING "THE GOSPEL ACCORDING TO MARX;" COMMUNIST BATTLE FLAG, 3 X 5 METERS, ONE; COMMUNIST PARADE FLAG, 6 X 10 CENTIMETERS, TEN THOUSAND; BOX, ONE; IS TO BE CONTAINING BOXES, TWELVE, EACH WHICH IS TO BE CONTAINING BOXES, SIX, EACH WHICH IS TO BE CONTAINING STA-LERT TABLETS, EIGHT; EACH WHICH IS CONTAINING CAFFEIN, 20 GRAMS; AND BUFFERS AGAINST CARDIO-VASCULATORY SYSTEM SHOCK AND TUMMY UPSET; LAND MINES, FORTY OR SO; CORD, EXTENSION, COMMUNIST PARTY LINE, A WERRY BIG ROLL.

Glossaryski

(Here's a list of handy-dandy termskis to help you set the moodski. Failure to use these termskis is treason and... etc., etc.)

Troubleshooter	Smershovik
Team, bureau, or council	soviet
security clearance	glasnost clearance
credit	ruble
Cold Fun	Cold Borscht
Hot Fun	(does not exist)
water and other beverages	vodka
any headgear	babushka
yes	da
no, not, not yet	nyet
hello	zhdravstvuyte
hi	zhdrastye

goodbye
friend, buddy, pal
associate
please
pistol
rifle
thank you
expletive or any word you need
off the cuff
insulting words

do svedoniya
tovarich
comrade
pozhaluistah
pistolyet
ventovkah
blagodaru vas

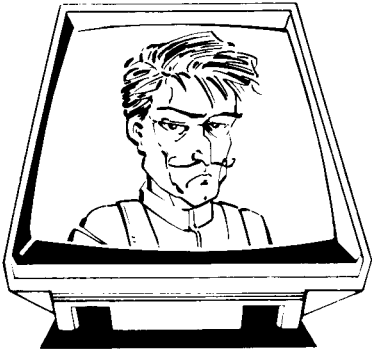
kaopectate
capitalistic, mutant, bourgeois(ie), imperialist, dogmatic, oppressive, money-grubbing, fascist, elitist, czarist, running-dog, swine-pig, counter-revolutionary, reactionary, decadent, slave-driver, Reaganomicist, cowboy, actor, peanut-farmer, TV evangelist

PC# 4: Gorb-R-CHV-1

Proletarian Movement: USSR&D

Glasnost Clearance: RED

Player Name: _____



Improved Skills
 Agility Skill Base _____ 3
 Chutzpah Skill Base _____ 1
 Bootlicking _____ 7
 Spurious Logic _____ 8
 Dexterity Skill Base _____ 1
 Laser Weapons _____ 7
 Vehicle Aimed Weapons _____ 4
 Mechanical Skill Base _____ 5
 Moxie Skill Base _____ 3
 Biosciences _____ 9
 Electronic Engineering _____ 10
 Mechanical Engineering _____ 6

Personal Equipment
 Red jumpsuit
 Red reflex
 Laser pistol
 Red laser barrel
 Pocket-sized notebook
 Pen with invisible ink (from GPU)
 Bullwhip
 Poison gas grenade (illegal)
 120 rubles
 Red socks
 expected any daycycle now

Weapon	Skill Number	Type	Damage Rating	Range	Experimental?	Damage Status	Rubles
Laser Pistol	7	L	8	50	N		120
Grenade	1	F	3	20	N		

Armor
Red Reflex

Rating
L4

PC# 5: KarlM-R-XXX-1

Proletarian Movement: LL&L

Glasnost Clearance: RED

Player Name: _____



Improved Skills
 Agility Skill Base _____ 2
 Chutzpah Skill Base _____ 4
 Bribery _____ 10
 Con _____ 11
 Fast Talk _____ 8
 Forgery _____ 6
 Dexterity Skill Base _____ 4
 Laser Weapons _____ 7
 Vehicle Launched Weapons _____ 6
 Mechanical Skill Base _____ 1
 Spetsnazcraft op. & maint. _____ 6
 Moxie Skill Base _____ 2
 Stealth _____ 7

Personal Equipment
 Red jumpsuit
 Red reflex
 Laser pistol
 Red laser barrel
 Pocket-sized notebook
 Pen with invisible ink (from NKVD)
 Slugthrower w/AP rounds (illegal)
 1000 rubles
 Red socks
 expected any daycycle now

Weapon	Skill Number	Type	Damage Rating	Range	Experimental?	Damage Status	Rubles
Laser Pistol	7	L	8	50	N		1000
Slugthrower	4	AP	9	40	N		

Armor
Red Reflex

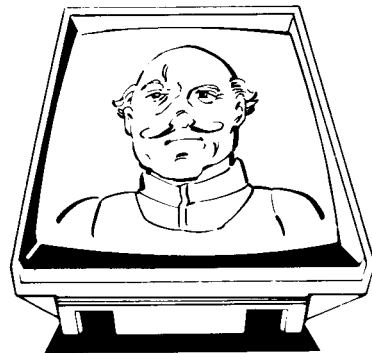
Rating
L4

PC# 6: Nick-R-LAS-2

Proletarian Movement: CCCPU

Glasnost Clearance: RED

Player Name: _____



Improved Skills
 Agility Skill Base _____ 3
 Primitive Melee Weapons _____ 8
 Chutzpah Skill Base _____ 4
 Fast Talk _____ 6
 Motivation _____ 7
 Oratory _____ 9
 Dexterity Skill Base _____ 3
 Laser Weapons _____ 7
 Mechanical Skill Base _____ 1
 Moxie Skill Base _____ 2
 Data Analysis _____ 7
 Data Search _____ 10
 Security _____ 8

Personal Equipment
 Red jumpsuit
 Red reflex
 Laser pistol
 Red laser barrel
 Pocket-sized notebook
 Pen with invisible ink (from Cheka)
 Bottle of "downers" (cyanide)
 120 rubles
 Red socks
 expected any daycycle now

Weapon	Skill Number	Type	Damage Rating	Range	Experimental?	Damage Status	Rubles
Laser Pistol	7	L	8	50	N		120

Armor
Red Reflex

Rating
L4

PC# 4: Gorb-R-CHV-1

Secret Society: Corpore Metal
Secret Society Rank: 1

Mutant Power(s):
 Machine Empathy

Attributes	Skill Bases/Bonuses
Strength _____ 12	Damage Bonus ____ 0
Endurance _____ 17	Carrying Cap. ____ 25
	Macho Bonus ____ 1
	Skill Bases
Agility _____ 12	3
Chutzpah _____ 6	1
Dexterity _____ 6	1
Mechanical Apt. ____ 18	5
Moxie _____ 12	3
Power _____ 12	

Background: One of the most delightful things about working for USSR&D is that you are not only allowed but in fact are encouraged to design equipment that will result in ever-greater numbers of biological creatures' extinction. Sure, it's been fun rigging 'souped-up' lasers to shoot backwards, but it was a long time before you had your golden opportunity at big-time extermination. A short while back, you got a nasty notice from Nick-R-LAS-1 of CCCPU ordering USSR&D to provide some hardware to Tractor Services to increase the yield of their nuclear tractor. You managed to swipe a Red Army gadget for the job. And since they wanted increased yield, you made sure they got it. You sabotaged the device so it would spill radioactivity everywhere and kill a bunch of worthless people. Nick-R rubber-stamped his approval without ever looking at the device, and sent it for installation. It worked, though less well than you'd hoped. Only one person died. Later you found out that immediately after the accident And-R-POV-1 was seen examining the device, and he left the area considerably angered.

Current Proletarian Movement Mission:
 Ever since the nuclear accident, USSR&D has been on the receiving end of vicious rumors. Protect USSR&D's good name and prevent misuse of experimental devices.

Mandatory Bonus Duty: Patriotism Comrade
 Continuously evaluate the reliability and sanity of your comrade Smershoviks. Insure that no one says anything untoward. Maintain their political reliability in battle.

Current Secret Society Mission: We know someone in your Soviet is a Free Enterprise black marketeer; find out who, and blackmail him into killing the member who's a Frankenstein Destroyer.

PC# 5: KarlM-R-XXX-1

Secret Society: Free Enterprise
Secret Society Rank: 1

Mutant Power(s):
 Charm

Attributes	Skill Bases/Bonuses
Strength _____ 12	Damage Bonus ____ 0
Endurance _____ 11	Carrying Cap. ____ 25
	Macho Bonus ____ 0
	Skill Bases
Agility _____ 9	2
Chutzpah _____ 17	4
Dexterity _____ 16	4
Mechanical Apt. ____ 5	1
Moxie _____ 8	2
Power _____ 5	

Background: Things. Things are what life is all about! Things make people happy! It's nice to have things and buy things and sell things and steal things. And money — money is a thing thing, you can get other things with it. In LL&L, you've worked around things for as long as you can remember, which really isn't all that long. You're kind of funny that way — it's just one of those things.

To the best of your recollection, Free Enterprise let you join because of your memory, but you don't remember why that was the case. Maybe if you could remember who your superior was, he could tell you. Had something to do with security. One day Free Enterprise asked you to submit a fake paper requesting more output for the Red Army. (You have a thing for remembering papers.) Instead of fulfilling your request, Tractor Services blew up the nuclear tractor and killed someone named Chern-R-BYL-1 and your name was on all the papers. Then you got scared 'cause the first paper you sent was fake, so you sent another paper that said Nick-R was in charge and he was a crummy jerk to let a good guy like Chern-R get killed. Then Nick-R-LAS-1 got executed.

Current Proletarian Movement Mission:
 You're supposed to find out why Tractor Services wanted to blow up the nuclear plant and what they used to do it.

Mandatory Bonus Duty: Materialistic Comrade
 Oversee the distribution and consumption of supplies. Perform proper maintenance and keep everything working at all times. Enforce the maxim, from each according to his ability, to each according to his need.

Current Secret Society Mission: Well, what's-his-face in Free Enterprise said something like the extra power was part of a deal with another secret society. They think another enemy secret society caught on to the plot and sabotaged the nuclear plant, but you don't remember which society it was, except that one of your comrade Smershoviks is a member.

PC# 6: Nick-R-LAS-2

Secret Society: Psion
Secret Society Rank: 1

Mutant Power(s):
 Telekinesis

Attributes	Skill Bases/Bonuses
Strength _____ 8	Damage Bonus ____ 0
Endurance _____ 12	Carrying Cap. ____ 25
	Macho Bonus ____ 0
	Skill Bases
Agility _____ 14	3
Chutzpah _____ 17	4
Dexterity _____ 13	3
Mechanical Apt. ____ 6	1
Moxie _____ 9	2
Power _____ 18	

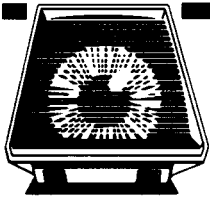
Background: For years, you enjoyed the rank and privileges due to one who is genetically superior. For generations your family has carefully cloned and re-cloned themselves, always remaining at the top of society. You had power, prestige, gratification. But now, thanks to one little mistake your ex-brother pulled, all that's gone, probably forever!

See, your brother approved some inane improvement for the Chern-R-BYL Memorial Nuclear Tractor, and during installation, something went wrong. Some yo-yo managed to get a hero's funeral for bravery during the disaster and got the dumb plant named after him! What did you get? A vicarious demotion, fines, and public humiliation, and your clone got killed. You ransacked your clone brother's office and in the project file you found papers mentioning USSR&D, the Red Army, and even a small reference to LL&L. Before you could thoroughly check everything, the MVD showed up. Through illegal means, you wrested the position from a Red Leader from whomever was supposed to get it. Now you're after the scum who got you demoted and the jerk who had that dead idiot practically apotheosized.

Current Proletarian Movement Mission:
 Find the real culprit in the nuclear accident; CCCPU will tolerate no assault on our image. Allow no insubordination

Mandatory Bonus Duty: Red Leader
 Lead the Smershovik Soviet, always be in the vanguard of the people's glorious revolution. Develop aggressive plans to defeat the capitalists. Be inspiring.

Current Secret Society Mission: Identify secret psionics. Identify non-psionics and exterminate them. Empathic area sweeps indicate the nuclear accident was really the culmination of a plot that had something to do with human evolution. Check your Soviet for pro-evolutionary sympathies.



Episode Four: Murm-O-Nsk Convoy

SUMMARY

The players, having caught an Alpha Complex infiltrator, are now responsible for repatriating him. This is not such an easy task, since The Computer doesn't want any Alpha State Smershoviks to know their world is merely an experiment, nor does It want any Alpha Complex types to know there's a sector full of moustachioed Commies nearby. Therefore It sends the players Outside in a ship to transport Murm-O home by a rather circuitous route through snow, ice, and other hazards. Piece of cake.

BACKGROUND

From The Computer's point of view, things are going very badly. Portions of Alpha Complex have figured out that HUH sector is a nest of Commie activity, and it has been difficult to prevent the information's spread, and certain groups in Alpha Complex are demanding immediate action. There's been cross-contamination between Alpha Complex and Alpha State. And now one of Its prized Troubleshooters is in the hands of a bunch of Smershoviks. Murm-O's presence threatens to destroy the whole experiment, since he knows enough to convince the Smershoviks (or in fact anyone else) that Alpha State is a sham. Thus, The Computer wishes to repatriate Murm-O immediately, if not sooner.

This is in itself quite a problem, since Murm-O's captors must return him to Alpha Complex without anyone in Alpha State getting suspicious about its proximity. The Computer also knows how contagious Communism is, and steps must be taken to prevent Murm-O's infection with Communist propoganda. Those to whom Murm-O is delivered must not be made suspicious, either. Overall, it's a very sticky situation.

A GLORIOUS NEW DAY

The Smershoviks must prepare for their dangerous and clandestine trek to that far-off Capitalist Complex. If your players pat themselves on the back for "figuring out" that they're on their way to Alpha Complex (while still not realizing

that they're starting from there as well), then you're doing your job.

ENCOUNTER ONE: RED LETTER DAY

After guarding Murm-O for a while, the Communist Party Line rings, and Smersh Politburo orders whichever PC has the most clones left to report immediately to the nearest confession booth.

Once in the booth, Tovarich Computer runs through the standard questions subroutine. "Hello, citizen. Are you depressed? Da? That's good. How is coming your five-year plan? Are you been meeting production quota? Are you loving life in Alpha State?" Then, after the player has answered these simple questions, he is given Red Alert reference PGRA/3A from the hardcopy printer in the booth, and Tovarich Computer says (read aloud):

"This is being very important mission, comrade citizen. Is to be clandestine operation, be telling no one about real objective. Say you are going Outside to be depressed by Siberian ambience."

Gosh, does this mean he can't show the red alert to his soviet comrades? Hmmm.

ENCOUNTER TWO: ALL TOGETHER NOW

While the lone Smershovik was sweating vodka in the confession booth, the other Smershoviks were ordered to bring the prisoner and report (yet again) to briefing room T, where they find Cavi-R combing, teasing, and styling her hair — what little of it she has. Whenever you decide the missing Smershovik returns from the confession booth, read the following:

Cavi-R pulls a large picture tube from behind the booth and places it on the floor. No case, just a large picture tube trailing lots of tangled wires.

The aged figure on the screen is identified by scrolling subtitles as Olig-R-CHY-3. He sits in a tall chair, slouched at an uncomfortable angle against the back. Were it not for his mouth moving, you'd swear he was already dead. Cavi-R shrugs to indicate there's no way to control the

volume, and starts fiddling with your (any male PC's) hair.

"...ERS IMMEDIATELY," says Olig-R. The sound of a heart monitor pulse-beeps through every pause in his speech. "YOU WILL TO BE GIVEN EXCESSIVE MATERIAL AND WATERTRACTOR TO PUT IT EVERYTHING ALL INTO. (eee-eee) WATERTRACTOR IS ALSO BEING MODE OF TRANSPORTING SOVIET. (eee-eee) SOVIET WILL BE FOLLOWING WATER ROAD CODE-NAME 'VOLGA' TO RESIDENTIAL DOME. (eee-eee) THERE WILL BE MEETING WITH CONTACT AND RETURNING.

"I AM TELLING YOU OF ALSO SEVERAL IMPORTANT DANGEROUSNESSES. (eee-eee) FIRST, EVIL IMPERIALISTIC TERRORISTS ARE HAVING REMOVED CEILING FROM OUTSIDE. (eee-eee) BE WERRY CAREFUL (eee-eee) NYET TO BE LETTING THINGS FALL ON YOU. SECOND... (eee-eee)

(Here there's a VERY long pause. More pulse-beeps. Then they stop. Read:)

On the briefing monitor, Olig-R is still leaning in his chair — his mouth is no longer moving, it's hanging limply open. The set now gives off a steady beeeeeeeep. After a while another citizen steps on screen, checks Olig-R's pulse, and shakes her head sadly. She nonchalantly slips a chronobot off his wrist and starts rummaging through his pockets as Cavi-R turns the set off.

The PCs are then told by Cavi-R that they must report to the Warm-Water Portal on the far side of this sector to receive their mission equipment and set out. They are given a packet of passes for the Trans-SIBERIA Railway, and told that the terminal is on the opposite side of the Kremlin Plaza.

GOING ... GOING ...

Now that the PCs have experienced the fun of just finding out what their mission is, they can enjoy the experience of getting to the start point!

ENCOUNTER THREE: FITTING-OUT

No need to go into details about the transtube terminal — it's just like any other. However, when the PCs get around to handing out the railway passes, they will discover to their dismay that there is one pass missing. How are they to get to the Portal if one of the Soviet has no pass? Good question.

So what do I, the heartless but moderately funny designer recommend? It's easy. Just deal out the tickets and terminate whoever doesn't have one for having lost assigned equipment. The remaining Smershoviks board the train and call for a replacement when they arrive at their destination.

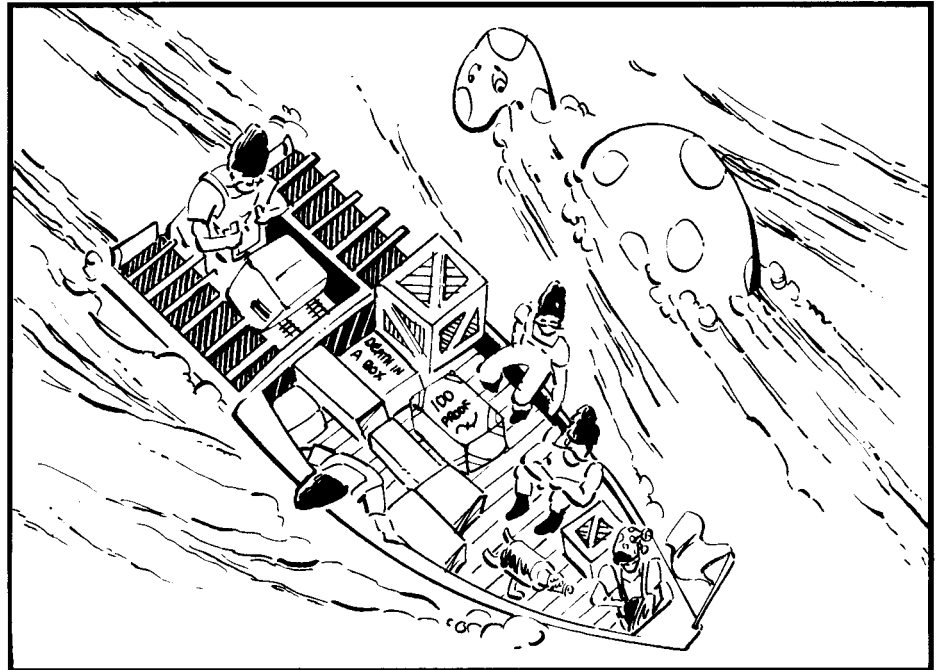
ENCOUNTER FOUR: THE BLECH SEA

The so-called Warm Water Portal is a small naval station just inside the dome of Alpha State. When the dome doors are opened, the small harbor opens directly onto a passing stream which flows more or less around Alpha Complex before meandering into the ocean. The water-flow is also extremely convenient for disposal of waterborne waste, so right beside the single pier is a huge faucet which sporadically gluggers out the semi-congealed slime from this and several adjacent sectors.

The warm waste water is extremely beneficial to Alpha State, since the temperature of the water keeps the Outside stream free of ice for quite some distance from the port during the dead of winter, which, incidentally, it now is. Better get them exposure rules ready.

Standing at the end of the lone, long pier is a citizen from LL&L named Sevast-R-POL-6. Piled next to him are several boxes of equipment. The players do not have to sign any forms for the equipment; Sevast-R explains quite pleasantly that the equipment is all Red Army material, and Spetsnaz guards have signed the forms for them and will oversee their punishment should any of the Red Army's equipment not be returned.

Tied to the end of the pier is their vehicle for this mission, a small dinghy flying a huge red flag from the bow. Painted on the gunwale is the vessel's name: the Glorious Oktober Overthrow of the Dogmatic Slavedriving Hedonist Imperialist Pigdog Landowners Oppressing Legions of Laboring Industrial Proletarians and Other Peasants. The GOODSHIPLOLLIPOP is barely big enough to hold its acronym, to say nothing of the players, Murm-O, and their equipment. Despite an automatic slugthrower mounted on a



The GOODSHIPLOLLIPOP, a testament to Alpha State ingenuity.

stand in the center of the boat, it doesn't look particularly defensible, either.

The GOODSHIPLOLLIPOP is propelled by a single outboard motor, a tractor-shaped device with fins on the treads, attached to the hull by the 'blade.' To an onshore observer, it would look like the boat was being pushed by a small tractor which drove on the water's surface. The throttle and rudder are controlled manually by someone who must sit in the dinky saddle.

The mission equipment crates are filled with all the stuff listed in the Mission Materialistic List reference PGRA/3L. It's only a matter of time before the PCs are loaded up and ready to go. The doors are opened!

THE WILD BLUE YONDER

Time for the Soviet to endure the gorgeous wonders of Outside, as they make their wintery way from Alpha State to Alpha Complex. Only in *Paranoia* could going from one door to another be such a harrowing experience.

ENCOUNTER FIVE: SLAYRIDE

The Smershoviks board their craft and set out into the cold, blustery winterscape. The little boat trots along the choppy water as the Communist Party Line extension cord slowly unreels into the inky depths, causing a slowly crescendoing dread of mounting long-distance rates.

Remember how in the red alert Tovarich Computer said "nyet to be talking to

prisoner?" Well, see, Tovarich Computer was concerned that if the Smershoviks talked with Murm-O at length, either party might discover the truth about what Alpha State really is. That would make Tovarich Computer very unhappy, and when It's unhappy, many people tend to die. So that's one reason to not talk to Murm-O.

There's others, too. Like the squirting flower he has in his lapel, with which he squirts ink on anyone who leans too close during conversation. Murm-O also has a joy buzzer, Chinese finger traps, and other gizmos to annoy and perplex anyone who listens to him.

ENCOUNTER SIX: OUT OF THE HOT WATER AND INTO THE COLD

After a short but pleasant boat ride doing the usual Troubleshooter/Smershovik sort of things like depth-charging innocent fish, the river the players are boating down narrows considerably and a sheet of ice spreads from shore to shore. What do they do? Well, they really don't have much choice. Tovarich Computer would really frown on (i.e., execute) anyone who didn't pursue the mission, so they've got to go on.

So there they are, trudging the trackless wastes in the dead of winter, trying to follow the course of the frozen river. The camera pans back. Six black shapes with furry babushkas against a vast expanse of white. A passing husky marks the leader when he stops to take a breather. Nothing but snowy plains as far as the eye can see.

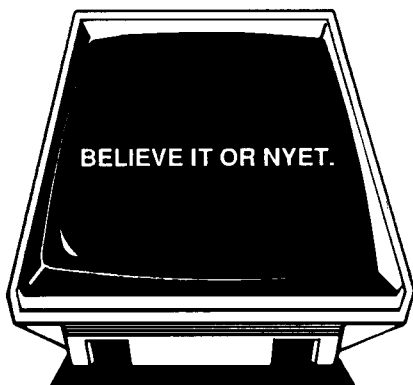
Now would be a good time for an airborne raid by NazCIA parachute commandoes, who grab The Harlequin and lead the PCs on a merry chase into the trackless waste. If you want to borrow from the rules-set adventure, the Black Disk clan comes to the players' rescue (either against the NazCIAs in a grand snowball fight, or afterward, to lead the PCs back to the GOODSHIPLLOLLOPOP). If you don't have the second edition rules, shame on you.

ENCOUNTER SEVEN: LUCKY STRIKES

No convoy would be truly complete without a sub attack, so let's have one — the frozen river begins to widen out, and the players can go back to travelling on the river. They'll probably be pleased by this. Suckers. Did anyone pick up on the clue that they therefore must be approaching their destination?

So now comes the sub-attack scene, featuring the fabulous MTV! The MTV is fully described in the second edition rules. If, again, you don't have them (which you really should, you counter-revolutionary lackey), I hope you're veteran enough to have the first edition GM screen, because the U-Bot 416 is more than adequate for this little episode. If you have access to neither the MTV or the U-Bot 416, then, well, in this episode the players get attacked by an Alpha Complex mini-sub. Just watch a WWII sub movie, shrink the sub to hold six Troubleshooters, and add gobs of high-tech flair and a decrepit autopilot named 'Lucky.' Give it a few torpedos and a bunch of incomprehensible controls and you're ready to roll. Have everyone make a x3/4 moxie roll. If someone makes it, read the following. If everyone fails, don't read the second paragraph below:

Things seem to be getting back on track. You're back on the "Volga," progressively moving along on your required revolutionary heading. Sure, it's



freezing cold, your hands are numb, your ears are frostbit, your little proletarian red corvette has started to leak, and you haven't eaten in a while, but hey, you're not dead. Yet.

(You notice, over there, downstream a bit, a stream of bubbles moving just under the surface of the water. It seems to be headed your way.)

KABOOM! The corner of a sheet of ice right in front of your ship blows up quite spectacularly. Ice and water spray into the air, drenching you thoroughly. Quick, what do you do?

If no one noticed the torpedo's approach, they'll probably look up, trying to spot more NazCIA parachute commandos. Double suckers. That means they don't spot the second torpedo either.

And here starts the combat. Players can use either their vehicle aimed weapons skill or their projectile weapons skill to fire the automatic slugthrower. They can use their autocar or crawler skill to maneuver the GOODSHIPLLOLLOPOP. Meanwhile the NPCs (a bunch of Red Troubleshooters) have their own vehicle to zoom around in. Both sides can use handheld weapons all they want.

You may either describe the battle using your flowing and eloquent narrative style, or you can diagram it on paper or a chalkboard. Personally, I recommend filling up the tub (or the pool if you're rich) and using some bathtime toys for miniatures. Add a couple trays of ice for extra realism. Then push your players into the water to simulate their getting drenched by the explosion. Gosh, this is role-playing at its best!

ENCOUNTER EIGHT: MUTINY IN THE BOUNTY

If the players win the battle, their dingy little dinghy springs several leaks (post-battle stress) and starts sinking. The MTV, even though it might be burning or adrift, still floats. Even if the MTV is halfway to the bottom, it mysteriously bobs back up to the surface. The players will be forced to abandon their own ship and commandeer the MTV. Or drown, if they're being recalcitrant. Allow the players time to get most of their equipment over before the GOODSHIPLLOLLOPOP goes under.

If, on the other hand, the players lose, their ship sinks. So do they. Their furry babushkas are left floating on the surface, drifting downstream like so many leaves, mute testimony to the PCs' demise.

Halfway to the bottom, the characters can see through the murky water that the enemy has taken a victory dive to gloat. But as the sub passes through the sinking Soviet, the enemy's evil grins suddenly

Game Stuff

Jutland-on-the-Volga

Map: A hex map is provided for this encounter, if you're in to that sort of stuff. It shows a typical stretch of river at a scale of 10 meters to the hex. Several rules follow regarding the movement of vessels etcetera, but remember this is *Paranoia*, nyet Squad Leader. Bend or ignore them as you like.

The GOODSHIPLLOLLOPOP: The Smershoviks' ship can move up to three hexes per turn, and change facing by one hexside once per turn. Add one to speed and turning if a successful vehicle operations skill roll is made.

The GOODSHIPLLOLLOPOP has a belt-fed swivel-mounted automatic slugthrower loaded with AP rounds. The ship's hull provides All3 armor.

The MTV: The enemy vessel can move four hexes per turn, and can change facing twice (plus one each for skill use). These numbers are halved if it submerges, but while under water it gets to use hidden movement.

The MTV has All5 armor and mounts both torpedoes and a cannon. Torpedoes are fast — whoever's driving the GOODSHIPLLOLLOPOP gets to make a vehicle operations roll to dodge the incoming explosive. If he fails, BOOM! and 15P damage to the ship. The MTV has three torpedoes left at the start of combat.

There are five bursts of ammo left for the cannon. The cannon does 12P damage and has a range of 100 meters.

The Troubleshooters: Six enemy scumballs

Weapons:

Red laser pistols (8L) _____ 12

Additional Skills:

MTV Operation _____ 10

MTV aimed weapons _____ 10

Armor: Red reflec (L4)

Tactics: Dive, fire, surface, and fire!

turn to expressions of horror! Immediately the sub maneuvers under the survivors and brings them, very wet and very VERY cold, back to the surface.

See, the crew of the Alpha Complex sub is a batch of inexperienced Red Troubleshooters. They engaged the players because they looked like Commies with their furry babushkas and such. Now that the Troubleshooters can see the Smershoviks quite clearly, they come to the conclusion that the players are also Troubleshooters whom they torpedoed by mistake.

FROM COMPLEX TO COMPLEXER

The players have finally arrived at their destination (which is pretty much the same place they left from). All they have to do is hand over Murm-O and skedaddle, right?

ENCOUNTER NINE: PORT OF CALL

Soon the Volga bends, and the players can see in the distance the shining dome of Alpha Complex (USA sector to be exact). This dome is a spur sticking way out from the rest of the megalopolis, so the players will not be able to tell that USA Sector and Alpha State are connected. Further, they have no real concept of how far they are from Alpha State, since they have no experience with Outside scale. If the players try to contact anyone by the MTV radio, they are immediately interrupted by a booming message which blares, "MAINTAIN RADIO SILENCE!!!"

See, the folks in USA sector spotted the Smershoviks in their GOODSHIPLOL-LIPOP an hour or three ago with a remote surveillance patrolbot. They deduced the Smershoviks were Commies launching an amphibious assault, and now they've mobilized everyone in USA sector to meet this large raid, and the powers that be have set up a big ambush for the Commie invasion fleet. (Exaggerating rumors have gotten out of hand.) USA sector records showed a Red Troubleshooter team Outside in an MTV, so they radioed them and briefed them on the situation.

Everyone assumes when the MTV arrives that these are the returning Troubleshooters, and they're told to dock quietly so as not to alert the impending Commie barbarian world-conquering invasion armada with all their battleships and stuff. To top it all off, The Computer (quite unaware of the treasonous rumor mill) has told the folks in USA sector that the approaching ship carries someone dressed in black and white, and that this

person is at all costs to be delivered ALIVE to the nearest confession booth.

As the Smershoviks approach closer, read the following:

The opening in the dome is about thirty meters wide, and semicircular in shape. You see two armed citizens in red overcoats standing on a ledge at the right side of the opening, about three meters above the surface of the water. One appears to be scanning the Outside with high-powered binoculars, the other is simply standing with her arms folded around her gun. You also see a man on the bank very near you jump out from behind his hiding place in the white powder. He looks about cautiously, waves a red flag to get your attention, draws his finger across his throat, and points at the pair on the ledge. He then jumps back into hiding.

The man in the opening is indeed watching for the Commie water-breathing mutant hordes; the woman beside him is a sort of port traffic cop. The man on the bank's message was supposed to be interpreted as "Hey! Cut your engines! Dock where that woman instructs you to!" Sadly, most players interpret it as instructions to assassinate the lookout and the port traffic controller (go figure). Read on:

As you enter the opening into the dome, you notice the area has been well-secured. The doors are all sealed, and you see a few security bots stationed in inconspicuous places. It seems they've been expecting your arrival. The woman standing on the ledge gestures to an open berth just inside the dome, raises her finger to her lips, and points at the back of the lookout next to her.

No she didn't. She pointed Outside, at the impending apocalyptic Commie invaders of doom. The lookout was just in the way.

ENCOUNTER TEN: WE ARE HERE! WE ARE HERE!

The players dock. A guy in red combat armor quietly scuttles over to them and hands them two cone rifles, a flamethrower, a gauss gun, some brass knuckles, and a plasma rifle. If anyone tries to speak, he shushes them. He winks, nods towards the opening Outside, and whispers "Go get 'em." (If anyone's wearing a furry babushka or something else obviously Commie, he dismisses it as a war trophy. He doesn't notice Murm-O.) The trooper scuttles off. Now what?

Do As You're Told: Some players will persist in following mission orders and delivering Murm-O to the contact, whom they might presume to be the two at the entrance. If so, read:

You march up to the citizens with the Black-and-White-Russian in tow. Hearing your approach, they turn. (roll some dice) Suddenly they both scream at the top of their lungs! The dock erupts in shouting voices! What do you do?

Now skip down to Caught Red Handed.

Digger The Skull: Other players, fond of skullduggery, will sneak up and attempt to assassinate one or both of the reds on the ledge. Should they choose to leave The Harlequin behind, he's gone by the time they return.

It's no problem taking out the two by the door (or anyone else for that matter). But anyone they kill drops a rifle or something, which goes off. Read:

Somewhere someone yells, "F-I-I-R-R-E!" What do you do, noble proletarians?

Again, skip down to Caught Red Handed.

Wait Here Quietly: If you have mercilessly abused your players until they're insensate, incoherent quivering blobs, they'll just sit still, holding Murm-O, waiting for something to happen. In that case:

The air is filled with electric anticipation. All is quiet. Someone sneezes. Tense "SHHH's" fill the air. A whispered "soorry" echoes. "SHHH's" again spatter the air. There's a steady drip from the ceiling of the dome into the water. You wait some more. Now what?

Eventually your players are going to have to do something — no *Paranoia* player can sit on his hands for long. Hopefully, they'll choose one of the above two options. If not, then perhaps your players will get into a typical player 'discussion.' Or, if your players are being really boring and you're tired of waiting for them to shoot someone, let The Harlequin use his prehensile toes to flip a tray of fuel oil on someone. Or send a Yellow by. Anything to spur the players to action.

Of course, if the players are careless in moving Murm-O from place to place, some USA yoyo is going to see him and recognize him for who he is: The Commie To Be Captured Alive Or Else. When someone in the area, PC or otherwise, finally yells or shoots someone, read the following:



ENCOUNTER ELEVEN: CAUGHT RED-HANDED

For a second, everything is silent. Then: BAROOOOOM! The air is rent with a veritable explosion of noise! Through the clangor you can hear people yelling things like, "They've infiltrated!" and "Die, Commie traitor!" People run every which way, laser fire and projectiles whizzing through the pandemonium, striking seemingly at random. A detonation shakes the area as an AP cone wings overhead. What'll you do now, comrades?

The correct answer is Go Home Very Fast. See, all the NPCs in the area are so wound up that they react reflexively, assuming they've been infiltrated or the Commies snuck in on the river bottom or they'd been flanked or even that the Commies were invisible. (Invisible Commies! How stupid can you get?)*

Now, in the heat of panic, old prejudices are coming out, and if somebody's always suspected his buddy was a Communist sympathizer, well, his buddy takes a cone between the eyes. Anyone near the water is suspected of having just crawled out of the water to establish a Commie beachhead. Anyone up high is shot in case he's a paratrooper. Anyone else is shot at as a skilled infiltrator. In short, the whole area is a panic-stricken free-for-all, and everyone's targetting Commies — real, suspected, or no.

ENCOUNTER TWELVE: AHOOGAH AGAIN

Once the players start heading out on the MTV (or maybe a different vehicle if they want), the survivors in the area will start after them, gunning the MTV with everything they've got. The players will naturally choose the better part of valor and submerge. Let 'em. It's best if you can have a couple of alarm clocks hidden behind your chair for when you read this next part. Every good sub's got good alarms, and you shouldn't rob your players of the enlightening experience of hearing them.

During the following emergency, if the PCs check the sonar, it shows a vague blur all across the screen. They will discover the fire extinguisher box to be empty of anything but about a gallon of water. And nothing they can do with the depth gauge (or anything else) can prevent them from running aground. So wind those clocks, and read:

"BZZZZZZZZZZ!" Suddenly one of your alarms goes off! It sounds like the early warning sonar system, and there's a light flashing beside the screen - quick, what do you do?

(Give 'em two seconds to check the sonar screen and start to panic. Then read:)

With a soft CRUNCH the sub suddenly decelerates to less than half its former speed. Everyone falls on their respective faces. There a hideous screeching noise all along the hull and the engine is laboring alarmingly. **"EHHNNNT! EHHNNNT! EHHNNNT! BZZZZZZZZZZ!"** Another alarm! Several red strobe lights fracture motion in the cabin - what do you do?

(They're about to run aground. I do hope they brace themselves.)

"AAOOOGAH! EHHNNNT! AAOOOGAH! BZZZZZZZZZZ!" A split second of terror, then KARRUMPH! The sub jerks to a violent stop, the hull screeches piercingly and the floor of the sub buckles as it impacts something which is evidently quite solid. Everyone who is standing again gets thrown back on his face. The top hatch pops off like a cork, popping your ears at the same time. Thank goodness you aren't still fully submerged!

The MTV is stranded on a shoal not very far from USA sector. Vulturecraft are already en route. (You can even mention the low whine of approaching flybots to the PCs, if you want.) Fun though the sub may have been, we'll have to save further underwater deaths for a later adventure. Right now the Smershoviks have got to bail out before the bombs arrive. Unfortunately, swimming is not a Smershovik's long suit. Neither is surviving ground zero of a Vulture strike.

Personally, I can only think of one way out: climb in to a torpedo tube and launch yourself at the shoreline! The torpedoes are fired with compressed air, so it would work, though it'll hurt a bit. But who's gonna stay behind to press the button? Maybe a well-placed throw with, say, a grenade will succeed. If the players manage to think of this, it works, and they're squished violently at launch; they impact the shore a few hundred meters from the MTV. Everyone takes damage from column 2 of the crash table. The PCs are now safe, as the Vultures pay no attention to

the obviously misguided missiles. And you thought I'd written myself into a corner.

Nothing to do but walk home.

DASHING THROUGH THE SNOW

The PCs, having survived the trek to and from Alpha Complex, are debriefed about the glorious success of their glorious mission. Then they go somewhere and stew awhile.

ENCOUNTER THIRTEEN: DEBRIEFING

When the PCs return to the Warm Water Portal, Sevast-R directs them to a nearby confession booth for their debriefing. All the characters will have to wedge themselves into the booth so that Tovarich Computer can see them clearly. Read:

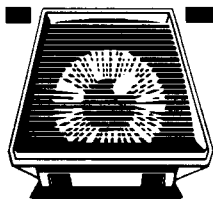
"Very sorry Olig-R-CHY-3 can nyet to be debriefing you, Smershoviks. Olig-R is to be having medicalistic problem - his blood pressure is very low, very low indeed. But I am to be digressing, is nyet to be of concerning you. Tell me, comrade Smershoviks, where is to be the prisoner whom to you was being entrusted?"

Tovarich Computer's got to ask that because It has yet to reestablish contact with USA sector's dock. Ask in a very threatening voice; make the players think they really screwed up bad.

So that's all for the moment. Give all the players a commendation or something and a couple of treason points for every Soviet member who insisted he saw more than just red in the nearby, "friendly" CCCP. Give anyone who doesn't open his mouth a bunch of rubles. And if the players lied about Murm-O, Tovarich Computer will find out when communications are reopened with USA sector. Chalk on some more treason points. And bring the subject up in the next mission when someone tries to lie again...



*Editor's Note: This is not a gratuitous silly comment, as all good readers of prior *Paranoia* adventures should know (although it took me a few minutes, I can tell you). If you do not get this joke, then go buy another second edition *Paranoia* adventure. We all thank you.



Episode Five: The Red Bug

SUMMARY

The players return to invade Alpha Complex.

No, I'm not kidding, they really do.

Look, I know it sounds like a regular slaughterfest, but hey, this is *Paranoia*: the Smershoviks get an alert to invade 'another' Alpha Complex. They set out in the T-88 (a real nifty halftractor), and infiltrate USA sector. They are immediately sent by a bunch of high clearance IntSecs to quell some unrest among the Infrareads, giving them an opportunity to actually *succeed* at their mission. The Smershoviks eventually get noticed by IntSec and somehow escape back to their beloved Alpha State.

BACKGROUND

In Episode Two, the Soviet encountered a bunch of counterrevolutionary imperialist pawn soldiers apparently entering Alpha State from the Outside. In Episode Three, the Smershoviks captured one of these horrid foreign agents. In Episode Four the players took him away and brought him to another dome. They captured a foreign capitalist warmongering submarine and maybe saw some people not dressed in Red.

Take these and other observations (interrogations of defectors in the MVD's political asylum and the like) and it's pretty easy for the Alpha State High Programmers to figure out that the players visited a non-Commie Alpha State very very close by. And, like the wonderfully loyal, fanatical, and downright evangelical Commies they are, the Alpha State bigwigs want to spread The People's Glorious Revolution to the poor, downtrodden proletariat.

But Our Friend The Computer would nyet be invading himself, would he? Of course not! — but ... unfortunately for Our Pal, one of the trusted High Programmers who helped engineer the Alpha State experiment was a very sneaky Commie by the name of Rasp-U-TIN-4.

Rah Rah Rasp-U-TIN: Rasp-U-TIN-4 is one of the greatest Commies that has ever lived, for his hacking expertise has been instrumental in many successful raids and his fiery, passionate devotion to

The People's Cause has won the Commies a great many converts. He is indeed a great leader, and many Commies will obey him to the death. Quite a few already have.

So what has this man done to thwart Friend Computer? He put a bug in the programs he wrote, that's all. Rasp-U-TIN-4 was in charge of a very large portion of the Alpha State programs, mainly those dealing with ambience. But when he wrote the programs for Computer graphics, accent, and human interfacing, he buried a little program that would be accessed when one certain thing happened. The program would automatically seize control when The Computer tried to stop the Alpha State Commies from spreading the revolution. In other words, right now.

When the Alpha State bureaucracy starts rolling with the invasion plans, Tovarich Computer attempts to intercede and put an end to it. Imagine Its surprise and horror when, instead of stopping the preparations, It hears Itself praising the Commies and offering very helpful suggestions!

So now the "sane" (and I use the term liberally) portion of The Computer is helplessly watching the Commie-programmed Tovarich portion plot Its own downfall.

DON'T BE CRANKY

The mission begins innocuously enough and, as some *Paranoia* adventures do, quickly turns ugly in a completely different direction.

ENCOUNTER ONE: RED HER-RING

This is how it begins. Read:

When last we left the epic adventures of the daring protectors of the proletariat, the Smershoviks of Soviet #1917, you were not slaving away at a manual power generator like you are now.

You were mobilized early this morning to crank a gargantuan handle to generate enough power to make up for the energy deficit left by the sector's nuclear tractors.

Your progressive faces, flushed with glorious labor, are as red as the clothes

you wear. You are werry loyally, patriotically, and enthusiastically depressed. Suddenly, your Soviet gets a Red Alert!

Toss 'em Red Alert reference PGRA/4A. And let 'em run around to secret society contacts and such before reporting for briefing.

ENCOUNTER TWO: BE BRIEF!

When they get back to briefing room T, they find Cavi-R dusting it thoroughly with a dainty lace handkerchief, humming the Alpha State anthem. (See pull-out.) She pauses and pulls out a miniscule TV set and places it on the booth. The Smershoviks will have to cluster very tightly to be able to see and hear clearly, for the screen is small and the tinny sound doesn't carry. The subtitle 'Olig-R-CHY-4' is all but illegible.

During the broadcast, Cavi-R will continue dusting the booth, then move on to dusting the male players, pausing in her humming long enough to whistle appreciatively as the Smershoviks bend over to squint at the screen. Before I forget, here's the mission briefing broadcast:

"As you were founding out this morning, comrade Smershoviks, power output quotas in this part of Alpha State have been consistently lower than projected expectations calculated for five-year plan. To be in fact, power output is been consistently within five percentage points of five sevenths below production curves; consistency of power generation gap is pointing at conclusion of reactionary capitalist terrorist sabotage. Is certainly being same counterrevolutionary forces which were to have invaded room of bath a little to left of FB4.89-38F0:3NC9<23J."

Olig-R pauses a bit. He tries to take a deep breath, with marginal success. "You are to be counterinvading capitalist home base, indentified as Alpha State very near here where you were having sail in the Glorious Oktober Overthrow, the careless sinking of which has been duly noted. You are to be leaving from Warm Water Portal immediately after briefing is being finished to be lend-leased tractor for land infiltration. Also materialistic equipment is there awaiting for you.

Beware only the NNNNGGGGGG!" Olig-R grimaces horribly. His body stiffens, and he slumps to the desktop. Shortly after, a few medics run in and begin CCCPR. Cavi-R wakes up from a dusting reverie and switches the set off.

After the players have asked Cavi-R a few questions she doesn't know the answer to, they can (and in fact must) leave for the Warm Water Portal.

GETTING THERE IS HALF THE FUN

The PCs prepare for the big invasion by receiving their glorious revolutionary equipment. Meanwhile, The Computer is duking it out with Tovarich Computer for control of Alpha State. And you thought things were confusing before!

ENCOUNTER THREE: CONDITION RED

The players are given a Red Army escort to their destination. Read:

As you enter the glorious revolutionary Warm Water Portal, you see once more citizen Sevast-R-POL, speaking with another man in full Spetsnaz combat armor. Sevast-R is rather nervous.

The large Spetsnaz guard strides purposefully over to you, leaving a quivering Sevast-R behind. He introduces himself as Wolve-R-INE-3.

"Comrades," he says, "your Soviet has been being into another dome nyet very far from here, is being Alpha State completely overrun by capitalistic bourgeoisie money-lenders.

"Our Tovarich Computer, The Beloved Big Red One, is honoring you with mission to invade this tottering decadent elitist dictatorship society. You must liberate masses.

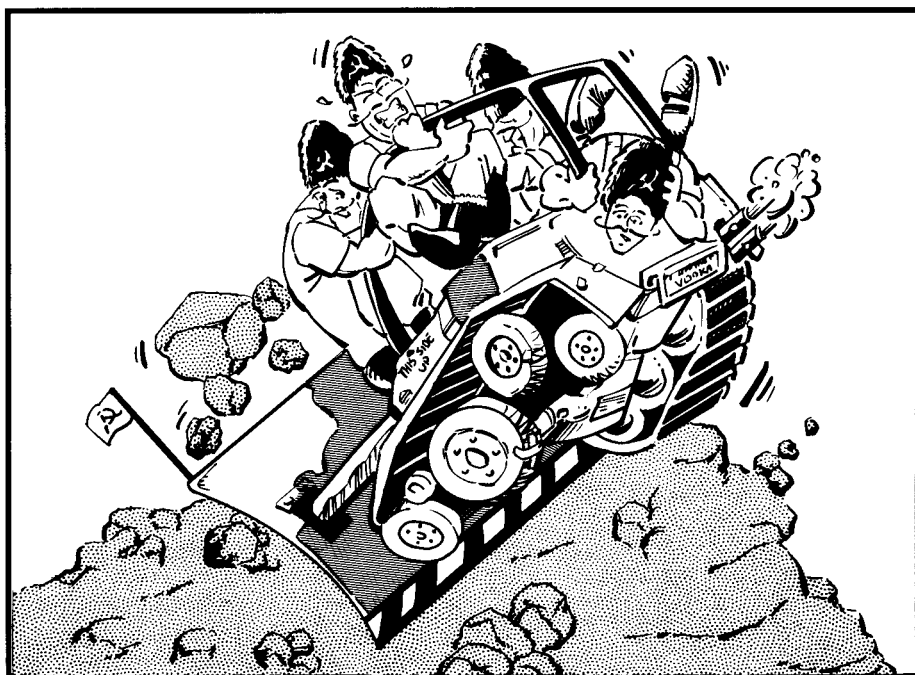
"Here is mission materialistic equipment I am to be giving to you. Was liberated from semi-capitalistic LL&L. Also am to be giving you very dependable armored fighting tractor for transporting of soviet to destination."

ENCOUNTER FOUR: COVERT ARMS SUPPLY

Now seems like a good time to go over the mission equipment. Let your PCs scabble through the boxes a tiny bit before Wolve-R gets impatient and continues.

The Little Stuff:

- 1) Yes, there are 40 land mines, but none of them have any fuses.
- 2) 'The Gospel According to Marx' is a



Are you sure this is how it works, Comrades?

standard Commie propoganda pamphlet, written with a skill level of 8.

3) The flags are flags. Great for morale, but players who sell them as souvenirs are executed as capitalists.

4) The Sta-Lert pills are high-powered drugs designed to let dead-icated comrades work 24 hours a day for weeks on end getting a capitalist complex subverted before they croak from overexertion.

R&D is Here To Stay: Last but not least, toss in any untried USSR&D trash and the following pseudo-scientific gobbledygookish experimental device:

5) The Red Square. The Red Square is named for its visible effect. The device itself is a modest belt crammed with all sorts of high-tech electronic gizmos. To operate the device all a player has to do is put on the belt and flip the switch. The operator of the device will appear to be standing in a red square, two meters on a side.

Since the square is simply an area of effect and does not of itself exist, it can move wherever the operator moves. Unfortunately, the device lacks gaussian shielding, and any electromagnetic activity can upset it.

So now the players can more or less safely wander about Alpha Complex in flagrant violation of the security laws because they're standing or walking in a mobile red square.

Tracks of Doom: The T-88 "Cossack." To demonstrate the considerable trust and

faith Tovarich Computer has in Its Smer-shoviks, the players are given the Alpha State equivalent of the crawler. The Computer did this not because the players deserve it, but because It wants to know what's so great about tractors. The vehicle the Smer-shoviks are given indeed represents the Alpha State of the Art in nonmilitary (i.e., substandard) transportation. This means it's marginally slower, definitely balkier, and considerably smellier than your average Ukrainian carthorse.

Carefully reconstructed from poorly-compiled descriptions of halftracks and tractors, it is almost the worst possible result of such a hybridization. Its dozer blade is high enough to impair visibility, and it also scrapes the floor, thereby reducing speed and creating the intolerable noise of fingernails on chalkboards. Its caterwauling engine belches acrid clouds of gray smoke.

But wait . . . did I say 'halftrack?' Yes, indeed, the wheels on right side sport a full track (half metal, half plastic), and the wheels on the left have hastily improvised rubber and leather tires, some of which don't quite contact the ground.

The Cossack is equipped with an autopilot with the disposition and diplomacy of an ulcerated dyslexic mule. The autopilot has already had its course programmed in. It will not deviate from its course one iota, and will tell the PCs so in no uncertain terms. Thus it will trundle inexorably on regardless of the players' actions.



ENCOUNTER FIVE: FIBER-OPTIC WARS

When you're tired of explaining crates of equipment to your players, Wolve-R harrumphs loudly and says:

"And now you are to be loading up. Good luck, comrades. And please to be remembering; atheism is on our side."

While all this has been going on, the untampered part of The Computer has invaded the MVD subprocessor in a desperate attempt to regain control of Alpha State. It wants to stop Smershovik Soviet #1917 from leaving Alpha State, and the quickest way to do that is branding the lot of them traitors with thousand-ruble bounties. Duly alerted, MVD agents have descended on the Warm Water Portal like supersonic vultures converging on a road kill. Read:

Suddenly, several laser blasts rend the air! "Comrade citizen!" says Tovarich Computer, "Investigate source of treasonous firing!"

Wolve-R-INE-3, your Spetsnaz guard, seems very offended and draws his flamethrower. He strides confidently over to the hallway where the shots came from and lets loose with a very impressive pyrotechnic display. Through the billowing clouds of burnt plastic and goodness only knows what else, you hear a megaphone proclaim, "Tovarich Computer is to be informing us that the Smershoviks are capitalist bourgeoisie traitors! Halt in name of Tovarich Computer! Surrender and you will nyet be tortured, only killed!"

"What? I am having ordered nyet such thing!" bellows Tovarich Computer. "Smershoviks, carry out your orders!"

The vid screens flicker for a second, then Tovarich Computer speaks again, saying (read this in a non-accented voice) "I repeat. All members of Smershovik Soviet #1917 are hereby declared traitors! Rewards of overwhelming proportions are being offered for their immediate termination! Stop them from leaving!" Wolve-R turns his weapon on you. What do you do?

If they gun down Wolve-R, he fires back until killed. If they try to talk with him, he'll listen because things are so confusing, thus buying enough time for the last bit of this little mini-drama to unfold. If they head for the T-88 now, Wolve-R will fire.

Counter-Virus: Meanwhile, Tovarich Computer realizes the situation, and at-

tempts to win the subprocessor back. When the PCs have decided what to do (or a few combat rounds have passed), read:

Suddenly, "Nyet! Yes! AARRRG!" yells Tovarich Computer. The massive doors leading Outside open and close repeatedly. "SSmmmmershoviks must be leaving immediately in tracto-trac-t-t-t-tra- (switch to no accent) traitors! Stop them!" Wolve-R looks up, his distaste quite evident. "Very strange. I be going now." He rapidly exits. On the ragged edge of insanity, Sevast-R-POL turns and dives into the water. The doors to Outside open about halfway and stick, trembling to a high-pitched whine. "Get out get out get out! Ahhh! Doors are now open!" says Tovarich Computer. "Smershoviks, do your proletarian duty!" The sound of the MVD troopers is rapidly getting louder. Now what do you do?

Okay, look: a bunch of armed MVD guards are about to come pouring into the area. They still think every PC is a traitor worth a whole pile of rubles. There is only one realistic option now. Run. Grab the T-88 and get out before it's too late. If they whine to Tovarich Computer, It replies, "Nyet to be worrying about MVD or nyething else. Gosubvert capitalists. Leave everything else to me. Trust me. I am your tovarich. Only ... hurry!"

GO WEST, YOUNG CLONE

So the Smershoviks go putt-putting Outside in the T-88. Their directions are to Go West and Infiltrate. We've been this way before, so you know what to do — just remember that the T-88 *will not* deviate from its course.

ENCOUNTER SIX: BORDER CROSSING

After what seems like an eternity to the Smershoviks, the T-88 trundles over a small rise, and spread out in front of the soviet is USA sector. Obvious paths lie between the large zones of craters and laser-burned earth. Wheel marks and the occasional road kill confirm that these paths are often traveled, at least by vehicular traffic. Somehow the T-88 barely manages to maneuver through the safe areas.

As they get closer, they see the halftractor is homing in on two impressive guard turrets, between which stands a blast door. The turrets are very large and glossy, and pack truly impressive triple-mount laser cannons. The turret guns stay trained on the Soviet during their approach.

Game Stuff

Wolve-R-INE

Weapon:

Flamethrower (11F) _____ 16

Armor: Combat armor + macho bonus _____ All 5

Other skills: Intimidation 12, Stealth 7

ENCOUNTER SEVEN: CUSTOMARY INSPECTION

When the Smershoviks get within twenty meters of the turrets, mechanical voices boom out from really big speakers with doubly big woofers: "HALT! ADVANCE SINGLY AND GIVE THE PASSWORD!" In the interests of self-preservation, the T-88 finally stops.

The turrets are actually guard booths, each manned by one clone of the Bord-R-GRD family. Each family member pulls an eight hour shift each day, so any two of the six might be present. Choose your favorite numbers.

Anyway, the two on duty now have both forgotten the password of the day. I mean, they have absolutely no idea whatsoever. Too many happy pills last night. The password is as often a phrase as a word, so no matter what the PC says, the Bord-R-GRD's feel obligated to give the character the benefit of the doubt. Read:

After you've taken a few steps forward, the voice again bellows out. "THAT'S FAR ENOUGH! GIVE THE PASSWORD OR DIE!"

(Let the player say whatever he wants. Opening fire now or turning around or anything would be a very bad idea. When the player speaks:)

The turrets are silent for a long time. All you can hear is the throbbing hum of the immense generators and capacitors for the laser cannon. Then a small hatch opens at the base of the right-hand turret, and a small citizen slips out and runs over to the other turret. It opens, and you



see the citizen's clone brother leaning out. They converse for a few moments, then the second shrugs and disappears back into his turret. "YOU CAN GO AHEAD AND GO ON IN. THE, UH, THE PASSWORD WAS CORRECT ENOUGH FOR ME. GOT ANY LUGGAGE TO DECLARE? HAVE A NICE DAY. AH, THE REST OF YOU CAN GO ON IN TOO, I GUESS." The blast door swings ponderously out like a draw-bridge.

Sure, it may be really stretching credibility for the Soviet to enter Alpha Complex this way, but can you tell me how else a bunch of Russian-speaking Commies are gonna get in?

INSIDE ALPHA COMPLEX

They made it!

The players are admitted into Alpha Complex. Happiness, nyet morbid depression, is mandatory. Heck, from the PCs' point of view, treason is mandatory. And colors. Gobs of colors. More colors than the Smershoviks have ever seen in their Alpha State. And with the colors comes class distinction, repression, conflict, and revolution.

ENCOUNTER EIGHT: YELLOW STRIPE

Whenever the novelty of gallivanting around in Alpha Complex wears thin (if you let 'em wear it as thin as is fun, you'll have to wing a lot — having a copy of the DOA sector book would be handy here, or you could skip to encounter nine and then come back to this one), the players turn a corner or some other convenient obstacle and see several yellow Internal Security lackeys standing in a cluster near a large barricaded double door. One of the IntSecs sees the players and points.

If the PCs don't panic, a couple of the IntSecs start jogging over to them saying 'hold it right there.' See, behind the double doors is the Infrared cafeteria. There's a lot of Infrareads in there. There is also no Hot Fun. This is a very bad combination.

Things are definitely getting ugly, and there's about to be a riot. And Our Friend The Computer has activated the Yellow level IntSec Squad to deal with it. The IntSecs happen to notice a passing batch of Red level Troubleshooters (Smershoviks, that is), and who better to take the blame and physical abuse if the Infrareads don't settle down?

Troubleshooting (so to speak)

A lot of other things could happen here. The Smershoviks could panic and open fire. Or run away. Or try to fast-talk the IntSecs.

I say let 'em. They'll be punished by Tovarich Computer for failing to overthrow Alpha Complex, and this is their only real chance. Skip this encounter and encounter eight, and go on to the next one (nine, for you slow folk).

If you just *love* this encounter and feel you must use it, well — there's about to be a riot. Is it so unreasonable to have a few squads of Vulture troops come 'round the corner as extra persuasion?

Read:

One of the Internal Security citizens clamps a heavy hand on Red Leader's shoulder and smiles. "Reds! Just the folks we were looking for!" he says.

Pulling the Red Leader to the double door, he continues; "Listen, all of us at Internal Security have heard how good you guys are at controlling the lower mental types. We got us a whole bunch of laborers in there, and they're none too happy. They didn't get their Hot Fun and they feel exploited. We have to get them calmed down so they can get back to their 16-hour cycle shift in the munitions factory. But I'm telling you, there's masses of them in there. So see what you can do with these people." He whips the door open and the squad of IntSecs propels you all through. Okay, soon-to-be revolutionary martyrs, what do you do now?

ENCOUNTER NINE: THE INFRAREADS ARE REVOLTING

The PCs find themselves on a balcony-like landing overlooking one end of a large room. Stairs descend on either side down to the main floor, which is covered with a seething mass of disgruntled sub-humanity.

The Infrareads all wear unwashed shoddy black clothing, and the room is filled with the loud noise of them expressing their displeasure. The din and brabble quiet suddenly as they take notice of the sudden arrivals.

The Infrareads carry various implements known to cause unfavorable occurrences when applied directly to vital body parts. They all look big and stupid. And mad.

Given a bunch of zealous Comies, an oppressive society, and the unwashed

masses in the room, the answer should be obvious.

Just remember first that the Infrareads have been trained since birth to believe that Commies Are Bad. It is not smart to outright admit that you're a Commie to these folks, most of whom have been attending the First Church of Christ Computer Programmer since Junior Citizenship.

Second, the Infrareads are pathetically dense. These are the genetic rejects and cloning flubs that are placed in marginally useful tasks. Some are literally too dumb to die. They are nearly incapable of abstract thought, so convincing them of the greater cause of world revolution is hopeless. The players should think directly; gain their stomachs and their hearts and minds, such as they are, will follow.

When acting as the Infrareads, take your cue from this:

PC: So, comrades, why are you being upset?

Infrareads: WE HAVE NO HOT FUN!

PC: But Tovarich Computer is playing game of seek and go hide with you for Hot Fun.

Infrareads: Huh?

PC: Hot Fun is being hidden! Very fun go looking for it! Maybe behind door. Below floor. Tear things up and look and maybe you will be finding Hot Fun before anybody else is finding any! Maybe is under helmets of guards outside this door!

As long as the players don't really screw up bad, they'll be able to start a full-scale insurrection. The Infrareads run rampant, rioting in the hallways and generally making a mess of things.

Your players are now experiencing a post-stress syndrome known as a 'power trip.' They will almost certainly attempt to engineer another revolt, given how easy the first was.

ENCOUNTER TEN: RED RIDING HOODS

With or without rioting Infrareads, there's a whole lot of obnoxious things a group of Commies can do in Alpha Complex. Here's some examples:

1) If the Commies can break into the PL&C warehouses, they can quite literally paint the town Red! This'll cause all sorts of problems for IntSec as low-clearance flunkies storm into high-clearance labs to play with all the new gadgets like the reactor overload dampers, treason files, and other stuff.

2) They could run up to a big group of Armed Forces guards, hand them a huge

pile of propoganda pamphlets and Commie flags ("Guard these! Are very important evidence!") and head some IntSecs their way. This is called a 'Red Herring.'

3) They could reprogram bots to zoom about in public places waving Commie flags.

4) They could replace all the traffic signals with red lights and lock up traffic for hours.

ENCOUNTER ELEVEN: POP GOES THE COVER

Then, when they've done enough damage and half of Alpha Complex lies in ruins, a random citizen approaches the PCs and casually asks what's happening. It quickly develops that he's a Commie sympathizer — or so it seems at first. After the players have gotten him all excited about becoming a Commie, the citizen runs off to recruit his friends as well. Very innocent.

But then the citizen returns with all his friends from Internal Security in tow. They close in by the truckload, 'cuz they want the agitators who started the Infrareds rebelling and all the rest of the stuff, and they want them in the worst possible way.

ENCOUNTER TWELVE: DEUS EX MORON

Now that we're so close to the tantalizingly mind-crushing debriefing in Episode Seven, it would not do to have the Smershoviks wiped out, so here's a handy way to save their little Red cabooses from Big Time Trouble.

Just when things look blackest, just when the Smershoviks are cornered in a closet by two platoons of IntSec agents, some doberbots, a crowd of angry citizens bucking for promotion, the XVII Vulture Strategic Bombing Wing and the Mark IV Main Battle Tankbot, there's a sudden crescendo of noise. Yelling. Pounding. Things breaking. Sounds like AC/DC in concert, but even worse. Then gobs of stampeding Infrareds (from previous pages) burst onto the scene, smothering

the opposition and bearing the Smershoviks triumphantly along as fellow revolutionaries.

The Communist Party Line rings and Smersh Politburo says Tovarich Computer has been demanding an update. Press for full details, and eventually someone will have to admit that the Smershoviks have blown their cover. Tovarich Computer gives a recall order. The sweeping tide of Infrareds deposits the Smershoviks like so much flotsam near the door through which they entered USA sector, and they can leave. A FiG-25 airdrops (drops, not parachutes) a new T-88 tractor for them to drive home in.

Oh — and what if the players failed to incite the riot back in encounter seven or eight or whatever? Well ... in that case you *can* wipe 'em out. It's their own fault for ignoring the encounter in the first place.

DEBRIEFING

Alpha State is completely controlled by The Commie Computer by the time the Smershoviks return, the last few bits of Our Friend having been completely consumed while holding out in some old Tass RAM chips. Tovarich Computer wants to know all about what the Smershoviks did in USA sector; how much damage they caused, their estimate of USA military strength, stuff like that.

The more damage they did to USA sector, the happier Tovarich Computer is. Make that clear right off the bat by rewarding every act of sabotage as soon as it is reported. Get the players to mention everything they did and some things they didn't. Let 'em bask in the glory of being a revolutionary hero. Even when it gets to that part of the debriefing where the Smershoviks have to tell Tovarich Computer how they blew their cover, don't change Tovarich Computer's attitude from one of being immeasurably pleased. This will greatly worry your players.

Game Stuff

Red Riding Hoods

Map: Pull out the Generic Map of Everything that you used in episode three, and use it again here. Although the layout is identical, the buildings are all different. Here's your USA sector key:

1) HPD&MC Video Programming Office. This is where the contents of tonight's viewing are decided.

2) The Big Blue Bureaucratic Building. Everything is here. Every service group has their headquarters here. If someone blew up the entire building, efficiency would treble within 5 hours.

3) The Food Vats. The stench from here permeates the entire area, leaving no doubt as to the palatability of the cuisine.

4) The CPU Paperwork Field Testing Lab. This is where new forms are tested by eager volunteers who are so subsumed they are never seen again.

5) Troubleshooter HQ. Smershoviks could probably infiltrate here if they kept their mouth shut. Then they might get activated to go on a Commie hunt!

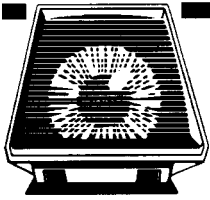
6) R&D Testing field. New weapons and vehicles are tested here constantly. It's a dangerous place to be.

7) Infrared Barracks, Chow Hall, and Communal Sink. This is where the players started their riot.

8) The Hospital. There's a lot of sick people in here. They're tied down. Can't move. All the antibiotics in the world couldn't prevent someone from infecting them with Commie propoganda. Well, they could for ring for the nurse, but we all know how effective THAT is!

9) Mass Execution Chamber and Power Surge Control Grid. Fulfilling two uses, convicted traitors are sent in here to await the next power surge and save valuable Computer property from damage.

10) The Armed Forces Outside Mission Assembly Area. The only thing in here is the Model 425 Mark IV Main Battle Tankbot (from *Acute Paranoia* and *Alpha Complexities*).



Episode Six: Red Sunset

SUMMARY

Alpha State is invaded by a screaming yellow horde of imperialist dogbot soldiers. The players run and hide to fight a guerrilla war under the guidance of Wolve-R-INE-2, the elite Spetsnaz commando. The Soviet attempts to steal a FiG-25 from an occupied Alpha State airbase, but they are captured before they succeed. Or maybe after, if you really like megadeath scenarios.

BACKGROUND

The Computer (the real one) was, needless to say, quite disconcerted when it drove itself out of Alpha State. Even worse, upon reviewing extensive camera footage, it realized Smershoviks from Alpha State had shown up in USA sector to spread the Glorious Communist Revolution. Obviously, its grand experiment has gotten completely out of hand and is now a threat to the safety of Alpha Complex. Threats must be destroyed, and loyal citizens must be rescued. This, however, is a threat composed of loyal citizens. Dickey.

Since the experiment is clearly running amok, a whole mess of Yellow clearance Vultures are mobilized to pacify Alpha State. Ordinarily they would all be equipped with stunners, but one of the last pieces of data obtained from Alpha State indicated a large military buildup. Shelving the safety of innocent though



hypnotized citizens in preference for its own safety, The Computer arms the invading Yellows to the teeth. Isn't it grand? A cast of thousands — and thousands who end up in casts!

INTRO AND PREAMBLE

This is the big climactic episode, so even here, in the "pre-mission briefing," try to inject a note of excitement into everything that goes on.

ENCOUNTER ONE: POINT CLONETERPOINT

Allow a suitable pause to refresh, then read:

After you finished your last mission and debriefing, your glorious Soviet dispersed. Your comrades around you feel the People's Revolution is all the more safe from a reactionary fascist counterrevolution with loyal and patriotic Smershoviks like you to defend Mother Alpha. Later, you are again summoned to appear before the Smersh Politburo for a mission briefing.

Give the players Red Alert reference PGRA/5a. It ought to be ominous enough to give the players some discomfort. After the usual scramble, read:

Squads of elite Spetsnaz guards can be seen everywhere marching in the general direction of the Kremlin as you go to briefing room T. Units the size of divisions begin forming up, their banners and cadre in front. It's really quite a spectacle.

ENCOUNTER TWO: THE FINAL T-OFF

Briefing room T is occupied, ominously enough, by all the PC's remaining clone brothers. None have any information as to why they are there (its because Tovarich Computer wants immediate backup for Smershovik invasion plans ... all right, I admit it. It's because Tovarich Computer is about to croak and we want your players to have replacements even so...)

Cavi-R pulls out a large gleaming case and pushes a button on top. A large glossy

video screen pops out with a smooth hydraulic release, and the screen flickers into life displaying Olig-R-CHY-5 in crisp, clean color. It's obvious this screen is brand new and state of the art. Read:

Olig-R is lying in a hospital bed. He's apparently not feeling terribly well. He's got an IV in his arm and an oxygen mask over his mouth and nose. Electrodes are attached to his skull, giving a very unusual reading on a nearby monitor. Other devices monitor his pulse, blood pressure, temperature, blood plasma, and goodness only know what all else, while a large machine behind him occasionally goes "PINNGGG!"

"Zhdrastiye, Smershoviks. Congratulations on assignment this mission. It's glorious opportunity serve revolution," he says, waving his arms. "You are to be having honor to lead very best troops in Alpha State!" He gestures dramatically, sending the probably very expensive blood pressure monitor crashing to the floor. "Nyet only that, but I am having privelege telling you that all Alpha State will watch your every move this mission! You are so honored!" He starts gesticulating even more wildly. "You are to be wanguard of revolutionary army! NOW is time for ALL good Smershoviks to COME TO —" *poit!* You see Olig-R's sweeping gesture pop the IV needle out of his arm. He immediately slams back on the bed, his frenzied expression locked forever on his aged face. You all hope you don't look that silly when you die.

FALL IN, FALLOUT

The players are already plenty nervous (if you've been doing your job) about being at the forefront of an invasion of Alpha Complex. Now's the time to really sock it to 'em!

ENCOUNTER THREE: LOOK, UP IN THE SKY!

Cavi-R gets the players and all their remaining clones organized, and just as they're heading out of the square they hear a whistle, sort of like an incoming cone rifle shell. Did one of the Spetsnaz troopers fire accidentally? Nope, it's just

the first shot of the invasion force — a tacnuke aimed to wipe out the Red Army in one swell foop. If you can find a tacnuke to detonate, do it! It'll sure scare your players and help set the mood. Then read:

The Spetsnaz soldiers all look up. What do you do? Too late! Flash! Brilliant light temporarily blinds you and BOOOMMM! You're all thrown violently to the ground and stunned by a massive shock wave as a titanic fireball engulfs most of the square. What do you do?

ENCOUNTER FOUR: IT'S A BIRD ... IT'S A PLANE!

As the players run from the scene (the only logical or in fact survivable alternative), read:

Alarms start going off all over the place, and panicked citizens stampede every which way. Then, with a "YEEE-HAAAAWWWW!" two Yellow-clad warriors come charging down the corridor, mowing down comrade citizens left and right. At the same time, a very large Spetsnaz commando falls out of the air and lands on them, crushing them completely.

This is mega-macho Spetsnaz elite airborne frogman commando and covert operations specialist Wolve-R-INE-2, last seen barbecuing MVDs in the Warm Water Portal. Remember? If the players lack the common decency to even thank him for squashing the Yellows, he will grab one by the ankle and say, "Please to let me come with, comrades! I can be helping you!" This is a Bona Fide Major Episode Hint. If, on the other hand, your players are compelled to help (or at least look at) Wolve-R, read them the following description:

The Spetsnaz soldier is the citizen with the flamethrower you saw in the Warm Water Portal. He is dressed in full battle armor which is scorched through in several places, and almost completely covered with black soot. Bits of stuff sift off his helmet as he turns his head to you and says, "What happened? Last I remember was in square with 40,000 proletarian comrades waiting orders to invade enemy territory ... who are Yellow peoples I sit on?"

With that question, it ought to be easy to get the players to deduce they're being invaded. If they need proof, a simple glance upward (easy for Wolve-R who's on his back) will confirm it — there's scads of Yellows all over the place; in

parachutes, descending down ropes, zooming around in Yellow flybots, etc.

At the same time, The Computer has to destroy Its Alpha State counterpart. Modem invasions and data bus infiltrations have all failed, and now the Commie Computer is trying to enter the rest of the Alpha Complex system. There is only one choice left for The Computer: it must turn off the power to the HUH sector compnode. This is somewhat akin to curbing your split personality by putting a bullet through your left frontal lobe, but The Computer has no viable alternative.

Therefore, at this time, the alarms cut back off, the lights cut out, and the air gets immediately stuffy. Power to Tovarich Computer was just cut. After a brief moment, emergency lights come on and sirens restart on minimum levels (beep — beep — beep). If anyone has the bright idea to tell Tovarich Computer that something has happened, they'll find every screen displaying the message "WAIT ONE MOMENT," while a looped tape says, "Nyething is wrong. Do nyet move. I'll be right with you."

ENCOUNTER FIVE: RED ROVERS

As the PCs (and all their clones) evade the blitzkrieging Vultures, Wolve-R tells them between gasps of pain that he can help them fight the capitalist imperialist totalitarians, and leads them to a hiding place he knows of that will serve as a base of operations.

Depending on how your players are doing on clones, now's the time to throw in a few chance encounters to run up the body count until everyone is on their fourth clone or better. An ideal way to do this is to have the players get chased by Vultures all the way across Alpha State and back, getting a little extra mileage out of the maps from earlier in the scenario.

Game Stuff

Red Rovers

Map: Now's a great time to dig out the Alpha State map again!

Standard Yellow Vulture: One of thousands

Weapons:

Yellow laser rifle (9L) _____ 12

Armor: Yellow combat armor (L4I2P4)

Tactics: Varies depending on the situation.

ENCOUNTER SIX: EARTH UNDER THE MARCH-INS

But, sadly, they will eventually find a place of refuge somewhere, thanks to Wolve-R-INE-2 (unless they let him get

killed, in which case they deserve to be run to the ground like deer). Read the following to your weary players:

Under the knowledgeable guidance of Wolve-R-INE-2, you finally reach a place that seems safe from the invading Yellow hordes. It's a small building, apparently gutted and barricaded a long time ago by Tass workers. Wolve-R leads you in through an ingenious secret door, then indicates you can all relax for a while. He himself lies back and takes a much-needed collapse into unconsciousness. You can still hear the voice of Tovarich Computer echoing softly through the sector, "Nyething is wrong. Do nyet move. I'll be right with you."

Pause here and let the players re-evaluate their position. It's nice to be able to get your bearings sometimes....

ENCOUNTER SEVEN: COUNTERCOUNTER REVOLUTION

When they're done yakking, read:

Presently Wolve-R wakes up and rises stiffly to his feet. Gazing though the cracks in the walls of the building you're in, he watches the clean formations of yellow-clad troops marching about Alpha State, rounding up defenders of the proletarian revolution.

Wolve-R turns around and sits painfully, leaning his back against the wall. He looks at you and your remaining clone brothers, and shakes his head sadly. "Comrades, we are having been invaded by elitist imperialist terrorists. They are having infiltration beloved Alpha State and subversion Tovarich Computer's defense subroutines.

"So, comrades, it is being up to us for continuation fight against dogmatic oppression and capitalist mind-control devices. And, comrades, I am having plan."

ENCOUNTER EIGHT: TOUCHING BASE

Wolve-R smiles broadly and tells them:

"Nyet very far from here is Red Army base of the air. On airbase is full squadron FiG-25 Boxfat fighting-bombing flybots. Very good vehicles. Also on base is weapons and fuel. Weapons are very big neutron bombs. Kill imperialist puppets, leave products of proletarian construction intact.

"You, comrade Smershoviks, must be stealing FiGs and dropping of bombs on heads of capitalist warmongering slaved-

rivers and pinkerton middlemen. Now I am to be telling you how to fly FiGs and drop bombs." You receive a lecture several hours long, in which Wolve-R gives you definitive instructions on the operation of a FiG warcraft. Everyone add two to your Vulturecraft operation and maintenance skill, and one to your vehicle launched weapons skill. After your lecture he draws a map showing how to quickly get to the airbase, and another map showing the airbase itself, which looks like this.

Place the Airbase map on the table, just so they know what they're getting into.

After all that, Wolve-R says, "Please to be hurrying, comrades! Is nyet much time before it is too late for saving of Alpha State. Invaders begin searching every building very soon! Good luck!" And with that, he slips back into unconsciousness.

RUSSIANS RUSH-IN

This is the last chance the players have to really succeed well. They can (almost) win back Alpha State from the invading capitalistic warmongers! They can at least do a lot of damage. Just remember — the better they do here, the worse they get hosed in the final episode. So let 'em do really well.

ENCOUNTER NINE: FIRE-FARCE

So now it's time for the Smershoviks to try to recapture the FiG-25's. Getting from their secret hideout to the airbase is no real problem, so soon after they leave the players find themselves on the edge of the captured Spetsnaz compound. See the game stuff box for stats of the defenders, and what-all is around to be used. Let 'em have fun here!

ENCOUNTER TEN: FIG NEUTRONS

The more I think about it, the more I like the idea of a few players zooming around Alpha State with some highly devastating neutron warheads. Go ahead. Let 'em have their fun; they'll pay for it in Episode Seven. But boy will they be disappointed if they forgot the fuses....

They can fly around pretty much all they want, and roll their skill to see if they hit their desired target or instead hit a POW camp or a lower-flying FiG or something. Then, when they're through watching zillions of NPCs blown miles into the air on the van of a thermonuclear fireball, ask the players where they intend to land their FiGs. There is nowhere. Even if the players didn't trash their own airfield, it's the only one in Alpha State and there's plenty of folks awaiting them there.

There's no exit to the Outside: if they try to blow a hole in the dome, it collapses on top of their jets; the only possible way out is through the warm water portal or the BER/LIN wall and I doubt any of the PCs has the skill to fly an eight-meter wide jet down through the two-meter hallways ... there's always the Kremlin plaza. Yeah. They should land there. No one stops 'em. Takes a while for the hordes of IntSecs with heavy stunners to arrive.



Never fail to meet quota.



"Coast is clear — you go steal fighter. I'll guard back here."

Game Stuff

Firefarce

Map: Yep, there's a map. And it's got some neat stuff on it.

1) The land of the living mines. These are self-aware, mobile burrowing mines, a variant of those pesky percussives found in Me and My Shadow, Mark IV. They are very slow, but anyone who stands still for long enough will find one of them crawling under his boot and detonating. They do damage on column 13 to the victim, and column 6 to anyone within two meters.

2) The burly wall. This is a big, thick wall, topped with electrified barbed wire. If the players want to blast a hole in the wall, consider it to have All6 armor. The charge does column 5 damage plus a stun, after which you roll to see which on side of the wall the stunned character falls.

3) The motor pool — pool of oil that is, which has leaked out of the perforated crankcases of several T-88 "Cossack" tractors. One of them has a flamethrower mounted on the back, another has an industrial fire extinguisher which looks for all the world just like a flamethrower.

4) The FiGs. These are what the players're after. They fly! They fight! They fuse their engines at full power! It takes a successful Vulturecraft operation roll to start engines (x2, it's easy), do the pre-flight check, taxi, and lift off. A vehicle heavy weapons roll will allow the pilot to hit with the weapons, even while on the ground.

5) The neutron bombs. Please don't go shooting lasers in this direction. It takes one Smershovik ten turns to load a bomb onto a FiG, two Smershoviks need three turns, and three Smershoviks take all day. The bombs mass 30 kg. If one should happen to blow, it would certainly have adverse effects all across this tiny map. Pop the map and the miniatures into the microwave or something. The end. Don't even bother telling the players the truth about the adventure.

6) The fuse box. This is a big box full of fuses. Sure hope them players remember to put fuses in the neutron bombs, 'cuz otherwise they won't go off unless hit by a stray laser shot.

7) Fuel storage tank. This is a bad thing to rupture. Small holes can be treated as flamethrowers shooting perpendicular to the tank with unlimited ammo, but a cone rifle or something else major is gonna cause everyone to take column 10 damage, and it'll cover the area with gobs of small fires just like in the movies.

8) Cooling liquid storage tank. This is full to the brim with perfectly pure C2H5OH, also known as 200 proof alcohol. If the tank is ruptured, it spills everywhere and everyone not wearing gas masks gets drunk off the pervasive fumes.

9) Cooled liquid storage tank. This is full of supercooled water. If this tank is ruptured, the water sprays everywhere and immediately freezes. Things get really interesting if all three

tanks get hit and a bunch of drunken Smershoviks are weaving between fires on ice in oil-slicked T-88s. Then the fire makes all the fuses blow ... well, you get the picture!

10) Big important building. This place is full of Vultures. Whenever you start to run out of Vultures, have a few more storm out of here.

11) This is where the Vulture guards start out unless you want 'em elsewhere.

12) Control tower. This is three stories tall, and filled with all sort of high-tech communications and tracking gear. Enterprising PCs can get all sorts of info up here and maybe give some incoming Vulturecraft a flight path that intersects a chemical factory or something.

13) Guard towers. These have guards in them, who fire the heavy laser rifles on swivel mounts (11L damage). Players can use these, too. There are also anti-aircraft missiles on these towers. These do nasty things to low-flying FiGs.

Vulture guards: Typical Alpha Complex guards; shoot first, don't ask questions

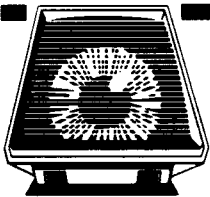
Weapons:

Heavy stunners (1-20 shots) ___ 15

Anti-aircraft missile (15P) ___ 8

Armor: Yellow battle armor (L4E1P3I2)

Tactics: Since things are less heated, try to capture Alpha Staters. We need some survivors to interrogate in the last episode.



Episode Seven: Pretty In Pinko

EXECUTION SUMMARY

Lots of people die in this episode; it's a trial. In *Paranoia*, trials are held exclusively for guilty people; innocent people don't exist in the *Paranoia* universe. Guilty people at *Paranoia* trials die.

BACKGROUND

The Alpha State experiment has worked both better and worse than The Computer hoped. Better, because It was outstandingly successful at creating a bunch of

Commies, and It got to see how Commies work and how ingenious they are. Worse, because now The Computer realizes It didn't really want to find out just how ingenious Commies really are.

The Computer wants this experiment to end RIGHT NOW! It wants to find out who, if anyone, in the experiment is actually loyal, and who has been permanently affected by their immersion into Communist society. By the way, it's best if you can avoid a pause or break between Episode Six and this Episode. The more your players are in the habit of speaking with Russian accents, the better.

RED TIED

Here the players are awakened from the revolutionary dream and have to rapidly readjust to a non-Commie environment.

ENCOUNTER ONE: YELLOWS CLOSE IN

After the capture, read these words:

Oh, how bitter is defeat at the hands of the imperialist warmongering soldiers!

Soon, some arrogant cowardly brown-nosing bloodthirsty bourgeoisie guards drag you out of the compound.

You are taken against your will to the very edge of Alpha State — when suddenly an unseen door in the wall opens out onto a sewer pipe painted a most elitest shade of blue! Of course! Infiltration, that was how the Dark Forces conquered Mother Alpha.

Strange — the corridor gets bigger, sure doesn't look much like a sewer pipe to you anymore ... must be some fascist propaganda trick!

The hapless Soviet is lead to a large yellow room. There is a black square in the center of the floor, and Computer cameras adorn the front wall. Already in the room are Cavi-R-Egg-4 and Olig-R-CHY-6. Cavi-R rushes over and embraces each of PCs, sobbing openly. Olig-R is seated in a wheelchair in the back corner of the room, his chin in his hand and a scowl on his face. See if the players have anything amusing to say. If not, read:

Seated behind a table opposite you is a citizen dressed in a horrible shade of yellow. A sign identifies this craven foreman stoolie as Macarth-Y-JOE-2.

ENCOUNTER TWO: WAKEY-WAKEY

It's time for the players to wake up and smell the synthecof. Keep reading:

One of the imperialist troopers gives each of you a pill and crams it down your throat at cone riflepoint.

If you're into acting at all, read this next part in a dreamy, wavy, funny voice that gradually gets normal as the players "wake up."

You begin to feel funny — perhaps it's an exploitive capitalist mind-control drug! No ... that's not it ... you're remembering things now. Alpha State ... it's just a dream — you remember being volunteered for it ... a mission in a capitalistic city, hypnosis, post-hypnotic suggestion, totalitarian domination ... the glorious revolution ... there's no place like home.... Are any of you following this?

NOW you can remember it all! Life before Alpha State, living and panicking in Alpha Complex, being volunteered for a secret experiment, hypnosis drugs to make you think you were a Commie, when all the time you were serving your friend and mine, The Computer. Now here you are, and what does this yellow yoyo want?

Playtesting shows that certain players, realizing the magnitude of their upcoming hosing, choose instead to immolate themselves (and as many others as possible in the room) at this time. Give your players a chance to do so, then when things are cleaned up, read:

Macarth-Y rises and says, "Welcome, citizens, to your final debriefing. Thank you, I guess, for your supposedly loyal service to The Computer. I'm afraid we have some investigation to do here, and probably some psychological tests and surgical restructuring. But I feel confident we'll find all your faults. The Computer and I will make sure of it."

My guess is the players are already fingering each other. Ordinarily, I'd shoot 'em, but that would keep them from sweating as much as they should. Death's too easy when the trial's just begun!

ENCOUNTER THREE: RED HEARING

Are you ready for this? The Computer sent a bunch of loyal citizens to be arch-traitors. While they were Commies, they were rewarded for being good Commies and punished for being bad Commies. This helped maintain the ambience in Alpha State.

However, The Computer feels that anyone who rebelled against being a Commie has deep-seated, unconscious objections and antipathies toward Communism, while anyone who was a real good Commie has a lack of same, if not outright sympathy for the Revolution. Therefore, if a player was a real good Commie, he will now be executed. For every commendation, promotion, and pat on the back a player earned, give him an equal number of treason points.

With one exception. The Computer knows Troubleshooters are very clever; that's why they're Troubleshooters. If a player can show he earned his commendations by deceiving his superiors, then he is instead rewarded for hampering the Communists — just so long as The Computer doesn't think he's done the same things on previous Troubleshooter missions.

Someone who deliberately sabotaged missions is rewarded now, even though his clone may have been executed in Alpha State. The Computer rewards those who simply cannot bring themselves to follow the tenets of Communism, even under hypnosis. Give him a commendation for every treason point he got in Alpha State, plus a handful of credits for every clone killed for treason.

The character's relationship with Tovar-

ich Computer is even more complicated, for It simultaneously represents proper authority and the very soul of Communism. Disobedience to Tovarich Computer cannot go unpunished. Obedience to Tovarich Computer cannot go unpunished. Heh heh heh! I guess that wasn't so complicated after all.

Most important in this debriefing / trial / pre-execution warm-up is ROLE-PLAYING. Anyone who keeps talking in a Russian accent gets it, pronto, since it's obvious even anti-hypnosis drugs were unable to remove the Commie influence from his brain.

Twenty Questions: Here's some suggested double-edged questions to torment your players with (comments and safe answers are in parentheses like these):

Do you think The Computer did a good job faking a Commie Complex? (No matter how you answer, The Computer may be insulted.)

Are you glad you were chosen to serve The Computer in this manner? (A positive answer may be interpreted as Communist zeal.)

How do you feel that your clone was executed as a traitor in Alpha State, when the whole thing wasn't real in the first place? (Great! He died in the service of The Computer!)

How do you feel about Commies, now that you've been one? (Best to deny that you ever were REALLY a Commie; you just gritted your teeth and faked it, looking for a weakness.)

How could life in Alpha State have been improved? (Remove Communism.)

Were you plotting to overthrow the Commies in Alpha State? (Say yes and you're a secret society traitor. No, and you're a Commie.)

Do you think The Computer's judgement has been fair? (Yes! Execute me again!)

If The Computer asked you again to be a real live Commie, would you want to? (I wouldn't ever — never ever in my whole life want to be a Commie but I'd do it for The Computer.)

Do you feel you know too much about Commies to be safely released back into mainstream life in Alpha Complex? (This is sort of a mutation registration question. If they say yes, they're aware of the danger of their knowledge; give 'em treason points and let 'em go. If they say no, they're obviously hiding something — perhaps they're more infected than was at first thought. Only Commies hide their true feelings from The Computer.)

These by no means are the only questions you can ask, nor are the given answers the only safe ones. And everything

is open to convoluted interperetaion. Oh, what the heck, just kill 'em all! That's what you're here for, isn't it?

THE MINOR PLAYERS TAKE A BOW

Just about time to wrap things up, kiddies. Hope you all had fun, by the way. Here's the exit dirges for our friendly NPCs. And PCs.

ENCOUNTER FOUR: A TASTE FOR CAVI-R

After he's finished with the players, Macarth-Y turns to Cavi-R with a stern look. Cavi-R winks bawdily at him. He blushes slightly and says, "You, miss (stress the "miss") Cavi-R-EGG-4, are hereby pardoned for your actions, which in no way endangered Alpha Complex or The Computer."

Cavi-R leaps for joy, thanks Macarth-Y profusely, and smothers him with kisses. Next, Olig-R gets what's coming to him. Read:

"And now for you, Olig-R-CHY-6. You've got quite a few crimes to answer for. You were a loyal and fawning Commie. You adhered to and advanced the teachings of Communism. Do you have anything to say in your defense?"

SOME FILLER DIALOG BY THE DESIGNER

Did I actually write this? This is about the stupidest idea for a Paranoia adventure I've ever seen! But hey, who am I to complain? You bought the thing! Nyet only that, but glorious revolutionary author is having impossible time nyet speaking phony Russian accent.

Seriously. I oughtta get hazard pay for this, comrade. I must say, writing this adventure has been very fun. It's also been a learning experience (oooo), and has provided my playtesters and me with some interesting viewpoints.

Often it takes something like this - a work of sarcastic fiction - to point out how truly similar capitalism and communism (or any 'opposites') are, and how very close they both are to something you might see late at night on Monty Python's Flying Circus. Perhaps it's just that regardless of whether you wrap it in Red or Blue, society in general is a laugh.

Olig-R is deep in thought. It's going to take some fast mental footwork to save him now. You can see the strain in his face.

"WELL!?" barks Macarth-Y. "You'd better think fast, COMRADE, because I've got a very special execution lined up for YOU! It's at least three hours long." Evidently Olig-R can't think of anything that has a prayer of saving him, because he's keeping quiet. Looks like he's chosen the stoic approach to his imminent execution.

"Fine. By the power vested in me by your friend and mine, The Computer, I do hereby charge you with grand treason and arrest you in the name of Alpha Complex. Come with me!" Seething with hatred, Macarth-Y strides purposefully across the room and grabs Olig-R by the collar jerking him to his feet. There's a soft 'fwoosh,' as Olig-R crumbles to dust and seeps onto the floor, leaving Macarth-Y holding an empty jumpsuit in a pale cloud of human motes.

Macarth-Y stands stupified for a minute, then angrily throws the jumpsuit on the pile and kicks it venomously, raising another cloud which settles mostly on his pants. With a snarl he turns and strides out of the room. Cavi-R trots beside him, brushing off his cuffs.

Game Stuff

Macarth-Y's Hearing

Map: None provided. Since most debriefings contain at least some amount of spontaneous administration of justice (y'know, combat), you'll probably have to improvise one. This is the last thing you'll need to improvise for this adventure, 'cuz it'll be the last thing the PCs do. Ever.

The room is basically a stark box. Macarth-Y sits behind a desk, with Computer monitors on the wall behind him. Macarth-Y's desk is a very special desk. It's armored to protect those behind it, and it has two autoslugthrowers that can be fired accurately and from full cover by someone crouching in the leg well. Of course, shooting the targetting camera will force the gunner to either stick his head out from behind the desk or fire blind (skill level one at each and every person in the general direction of fire).

There are also some Orange guards in the room. Daring PCs might be able to overpower one of them and grab a weapon.

Macarth-Y: Commie-hating Internal Security Grand Inquisitor

Secret Society: FCoCCP

Mutation: Teleport

Weapons:

Yellow laser pistol (8L) _____ 16

Twin desk slugthrowers (2x9P) _____ 10

Armor: Yellow reflec (L4) plus desk (All3)

Tactics: Hide behind the desk and gun anyone who shoots at him until no one's shooting any more.

Some Guards: Four dim-witted goons

Secret Society: FCCCCP

Weapons:

Orange laser rifle (9L) _____ 8

Armor: Orange reflec (L4)

Tactics: Kill traitors.

Am I really philosophizing at the tail end of forty pages of unadulterated bad humor? Sure, why not? Humor is a vehicle which can cross even hardened boundaries (sort of like a PC's autocar), and inflict us with Truth in spite of our best efforts to resist. Much of the humor in this book has been in noticing how pathetically similar life was under Friend and Tovarich Computers.

So now that we've seen that Capitalist Alpha Complex and Communist Alpha State are so very much alike, is it so hard to imagine World Peace In Our Lifetime? Forget it, bucko. You can't even put six friends together in a room without having 'em laser each other! Excuse me, I've got to go now. Some CIA guy's here to see me. Do svedaniye!

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