

THE *COMPLEAT* TROUBLESHOOTER

A Guide for The Computer's Elite

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Welcome, Citizen. By reading this booklet you are demonstrating your loyalty and love for The Computer. However, The Computer cautions you not to confuse this with the *Paranoia* game rules, which are contained in a separate book. If you have already made this mistake and are expecting to learn how to play by reading this, then you are confused. Confusion is a Commie plot that leads to treasonous activity. Read the *Paranoia* rules first. The Computer says you should. Do not succumb to confusion. Trust The Computer.

What is *The Compleat Troubleshooter*?

Excellent question, Citizen! *The Compleat Troubleshooter* is a compendium, a guide, a, a . . . book, if you will, containing various observations and droll humorous anecdotes about the fun and interesting jobs performed by members of Troubleshooter teams. Herein you will find a simple test that all citizens are required to complete before undertaking a mission for The Computer. There are also useful job descriptions, neat badges, and important roleplaying aids for those lucky Troubleshooter

clones! Specifically, this booklet describes, for gamemaster and player alike, the concept of the MBD: the Mandatory Bonus Duty.

What is an MBD?

My, you're an inquisitive citizen! Mandatory Bonus Duty is a brand new job that you are required to perform as a reward for your continued service. The Computer, in its infinite wisdom, has determined that each Troubleshooter must have a specific duty within the mission team. Such added responsibility makes a Troubleshooter feel loved, wanted, and secure. (It also makes him feel just a tad more paranoid.) These duties have been carefully selected by The Computer to enhance the team's chances of success and to provide a variety of exciting experiences for loyal citizens.

For instance, your MBD might be *communications and recording officer*. As such, in addition to your normal duties, you'd be required to make a multicorder tape of the entire mission. Sounds simple, huh? Well, there's more simplicity where that came from! Read on.



The information in this booklet allows you, the Gamemaster (GM), to expand your already vastly over-laden *Paranoia* campaign by adding yet another layer of complication for the players.

Keep in mind that the rules in this booklet are *optional*. You don't have to use them. Really. Just because we slaved over this stuff to make sure *The Compleat Troubleshooter* is perfect in every way doesn't mean you can't use it to wallpaper your aquarium or whatever. Fine. See if we care!

But What Are These Duties?

That is the third query you've made in the last few minutes, Citizen. Your name again? Thank you.

The most familiar MBD is the *team leader*. His duties include offering guidance and sound advice to the other members of the team, acting as tactical situation commander in combat.

Another very important position is that of *loyalty officer*. The loyalty officer makes sure treasonous thoughts are nipped in the bud, and looks for early warning signs of Commie sympathy. Good loyalty officers spot and report potential Commies weeks before they perform Commie acts!

The *hygiene officer* is an indispensable member of any team, performing the important task of monitoring the *personal hygiene level* of the other Troubleshooters. Without proper hygiene, your team is liable to suffer from misfires, poor morale, and halitosis. Computer statistics show that a large portion of Troubleshooter missions fail due to poor hygiene.

The *communications and recording officer* gets to chronicle the mission using high-speed film, sensitive microphones, and gripping color commentary. This important assignment provides The Computer with training material for other Troubleshooters. Good lighting and innovative camera angles are a must!

Central to an effective Troubleshooter team is the *bots, weapons, vehicles and sundry equipment repair and maintenance officer*, also called the *equipment guy* (EG). The EG controls the bots and vehicles assigned to the party and keeps a constant check on the *equipment maintenance level* of each Troubleshooter. Naturally, the equipment guy is also responsible for any lost or stolen equipment.

Last, but by no means least, is the *happiness officer*. The happiness officer makes sure you have fun on the mission. He'll do anything in his power to ensure a good time. He knows all the latest jokes. He sings. He leads citizen-interaction games. Biochemical Supplement is his middle name. You'll like him. A lot.

Why Do Some Paragraphs Have Gray Bars Through Them?

This supplement is unique in that it can be read by citizens of *all* security clearances.

You may note that there are a number of gray bars throughout the text (like the one

you're reading). The purpose of the gray bar is to let Red-level citizens (players) know they may peruse a particular paragraph. *Untinted paragraphs are for Ultraviolet-clearance citizens (GMs) only!*

What's that, Citizen? You've already read the untinted paragraph above? You didn't realize that it was Ultraviolet clearance? We didn't tell you until *after* it was too late? We're sorry about the mix-up. Please report to the nearest HPD & Mind Control Maximum Fun Chamber for Memory Reconstruction.

Presentation

Well, you're almost ready to get started. But first, let's talk about the contents of *The Compleat Troubleshooter*.

Located on pages three and four is the *Mandatory Bonus Duty Determination Test 88-9b*. This is used to ascertain which Troubleshooter best fits each MBD. Instructions for administering the 88-9b to your players can be found on page five.

Following the test, six sections outline each Mandatory Bonus Duty. All six sections use the following format:

- an opening paragraph, addressed to the players, explains how each officer interacts with other members of a Troubleshooter team;
- text for the GM explaining how to handle the officer and how to make the player's life more interesting;
- a description of the specific equipment related to the job;
- a sample conversation showing what a typical MBD officer might say in the performance of his duty (taken from actual HPD & Mind Control multicorder tapes).

Rounding out this booklet is a page of cut-out badges. Notes on how to use these can be found on page five.

Well, that's about everything. Time now to prep the laser fodder for the 88-9b.

Important!

Before using the Mandatory Bonus Duty Determination Test 88-9b (pages 3 and 4), make copies so that each player has his own. The Computer gives you permission. Or read the questions out loud to your players and have them write their answers on scrap paper. The Computer says that's okay, too.

How Do I Determine My MBD?

Patience, Citizen! We shall explain all. You are going to take a test called the Mandatory Bonus Duty Determination Test 88-9b. It was designed by the loyal citizens of HPD & Mind Control. Based on your answers to this test, The Computer will select the MBD best suited for

your particular skills. Rejoice, for The Computer never assigns citizens to duties they are not trained for.

To assure that you are relaxed during the test, a number of Truth-Bores will be implanted in your skull. Please ignore these. They are for your convenience only.

There are six sections to the 88-9b. They are:

- Team Leader
- Loyalty Officer
- Hygiene Officer
- Communications and Recording Officer
- Equipment Guy
- Happiness Officer

Each set of questions relates to one Mandatory Bonus Duty. For example, the first set deals with the Team Leader's duties. How you answer these questions determines your suitability for that position.

Two types of questions make-up this test: multiple choice and short essays. Read each multiple-choice question carefully and check the box that best describes your feelings. Please do not check more than one box per question. Checking more than one box is a Bad Thing. There is one short essay question in each section. Read the question carefully, then print your answer in the space provided.

After completing the test, fill in your name and service branch before handing the test to your Briefing Officer.

A Brief Note on Props

Props are things you hand to your players during a game session.

Props have several functions: They take some of the responsibility of entertaining the players off the gamemaster's shoulders; they help the players visualize the adventure; and they take up lots of room so we don't have to write as much.

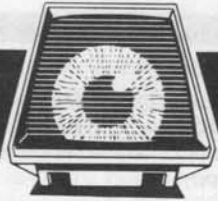
There are two props in *The Compleat Troubleshooter*: the first is the already mentioned 88-9b; the second is a set of cut-out badges on the last page of this booklet.

Turn to the last page, get a pair of paper scissors, and cut along the dotted lines. If no paper scissors are available we suggest you use some other similarly sharp instrument, like a 2 by 4.

After you're finished, you'll have six cards — one for each Mandatory Bonus Duty. Hand players the appropriate cards when you determine which MBD suits them.

On the back of the card is a congratulatory note from HPD & Mind Control which outlines the responsibilities of the position.

On the front of the card is the MBD's Official Badge. Gee, they look swell. Have you players wear these throughout the mission. Make it clear that failure to wear an MBD Badge is treason. In fact, make it clear that taking off the badge even for an instant results in immediate termination. But, you say, the writing on the back is important? Que sera sera.



Mandatory Bonus Duty Determination Test 88-9b

Citizen, please answer all questions before returning this form to your Briefing Officer. Do not mark in the spaces labeled "For Office Use Only."

Team Leader

- If a mission succeeds, who deserves the most credit?
 - A. The team leader.
 - B. The briefing officer.
 - C. R&D.
- I think:
 - A. I am very skilled.
 - B. I am moderately skilled.
 - C. I have no skills.
- If I were team leader I would:
 - A. make fewer mistakes than I do now.
 - B. make more mistakes than I do now.
 - C. make the same number of mistakes.
- If offered a position in a secret society I would:
 - A. accept the position and renounce my current secret society.
 - B. decline and remain in my current secret society.
 - C. start my own secret society.
- The team leader should:
 - A. solicit advice from team members, even though they may be Commie mutant traitors.
 - B. make all of the decisions on his own.
 - C. hesitate when faced with a decision.
- The hygiene officer is:
 - A. more important than the team leader.
 - B. just as important as the team leader.
 - C. less important than the team leader.

If a Troubleshooter team is in constant contact with The Computer, why does it need a team leader?

Loyalty Officer

- If I were ordered by The Computer to execute a High Programmer, but the High Programmer claimed the message was the result of Commie sabotage, I would:
 - A. look for the Commies responsible.
 - B. consult The Computer for confirmation.
 - C. execute the High Programmer.
- If a citizen was grumbling about how dangerous a mission is, I would:
 - A. execute him for treason.
 - B. refer him to the happiness officer.
 - C. record his comments for referral to The Computer.
- If an Ultraviolet citizen ordered me to terminate myself, I would:
 - A. terminate the Ultraviolet citizen.
 - B. call The Computer.
 - C. terminate myself.
- I think Commies are:
 - A. misled.
 - B. innately evil.
 - C. not worth thinking about.
- I have traitorous thoughts:
 - A. almost never.
 - B. occasionally.
 - C. with alarming frequency.
- If I saw a Commie escaping down a corridor of a higher security clearance than I was, I would:
 - A. pursue the Commie.
 - B. consult The Computer.
 - C. order the Commie to surrender.

Why do you think The Computer assigns Troubleshooters to boring missions? Does this promote disloyal behavior? Explain.

Hygiene Officer

- Which is more important?
 - A. Clean thoughts.
 - B. A clean jumpsuit.
 - C. Clean teeth.
- If I were a bot, I would be:
 - A. a docbot.
 - B. a warbot.
 - C. a jackobot.
- An appropriate fine for a citizen who damages his jumpsuit is:
 - A. 2 credits.
 - B. 200 credits.
 - C. summary execution by tac nuke.
- My favorite cleaning agent is:
 - A. **Mr. Squeaky: Squeaky Clean and What a Sheen!**
 - B. **Blast It Off: Just One Spray Makes Dirt Go Away!**
 - C. **Scrape-o-matic: It Works Hard So You Don't Have To!**
- Some citizens classify Commies and mutants as traitors. I think they are:
 - A. **Mr. Squeaky: Squeaky Clean and What a Sheen!**
 - B. **Blast It Off: Just One Spray Makes Dirt Go Away!**
 - C. **Scrape-o-matic: It Works Hard So You Don't Have To!**
- The hygiene officer is:
 - A. more important than the team leader.
 - B. just as important as the team leader.
 - C. less important than the team leader.

Would you pursue a Commie into a filthy, debris strewn corridor even though it might damage your jumpsuit? If yes, why would you intentionally endanger The Computer's valuable property? If no, why would you deliberately let a Commie escape?

For Office Use Only

Section Total

Section Total

Section Total



Who's It Gonna Be

So you gave each player a MBDDT 88-9b, they answered the questions, and now they wanna know who's gonna be the team leader. Tough tiddly winks. They have to wait a few minutes while you add up the scores. If anyone gets pushy, terminate him. Twice. That'll show him who's boss.

Now let's get down to business. First, scan through the tests. Did anyone fill in a shaded answer or list their secret society in the space provided? Gosh, that was pretty foolish. We appreciate the honesty and all, but The Computer decided that this week-cycle all shaded answers are treasonous. Any Troubleshooter who checked one *must* be a traitor. And as for belonging to a secret society . . .

All right, let's say you lost a Troubleshooter or two because of excessive honesty. Fine. Call up their replacement clones and reissue the test. But now give them a time limit for completing the test. Like, say, three minutes. Since you have your own work to do, this will keep the other players entertained as they watch their teammates scribble frantically. You may want to randomly pick a Troubleshooter to entertain the players in this manner even if no replacement clones are needed. For example:

Briefing Officer: Excellent work, Troubleshooters! Now as soon as Pats-Y finishes her test we can get started.

Pats-Y: Huh?

Briefing Officer: Your MBDDT 88-9b. The test you're supposed to be working on.

Pats-Y: (Looks around nervously.) But I turned mine in with the rest of the team . . . honest!

Your players are sitting around, staring at their watches, hoping three minutes will elapse before the potential traitor can finish re-taking the test. In the meantime you can get back to the business at hand, namely figuring out who's gonna get which Mandatory Bonus Duty.

It's actually pretty simple. Each section of the 88-9b contains six multiple-choice questions. Each answer is worth a specific number of points as follows:

- Questions 1 through 3 of each section are scored
 - A = 1 point
 - B = 3 points
 - C = 5 points
- Questions 4 through 6 are scored
 - A = 5 points
 - B = 3 points
 - C = 1 point
- Unanswered questions receive 2 points.

Here's an example of how to score a typical question.

5. If I were multicording a traitor's confession, I would:

- A. activate the aura light-sensor.
- B. use a wide-angle lens.
- C. shoot him.

Because this is question 5 and the player chose response "C," he receives 1 point.

Now you know how to score individual questions.

There is a box in each section labeled *Section Total: For Office Use Only*. To determine each section total simply add up the scores from the six multiple-choice questions.

For example, Anne-R-KEY's answers in the loyalty officer section are:

- 1. C = 5 4. A = 5
- 2. C = 5 5. A = 5
- 3. C = 5 6. A = 5

Her Loyalty Officer Section Total is 30. This brings up an interesting observation. Anyone who scores 30 points in a section probably cheated and should be terminated. Of course, anyone who reads this will know that a perfect score is grounds for termination and might intentionally miss one. So anyone who scores about 29 or 30 . . . hmm. But if they read that last line, they may be inclined to miss lots of questions and . . . hmm. If anyone scores very low or very high . . . double hmm. But if they read that line they may work toward an average score and . . . ? What the heck! Terminate everybody and start again . . .



The next step is to go through all the 88-9bs, adding up the scores and recording them in the appropriate boxes. (Ignore the short answer questions at this point. They're only used in the case of ties.)

At the end of the 88-9b is a bonus question asking the Troubleshooters which MBD they'd prefer. This question is a survey to determine which MBDs are considered glamorous. The people in HPD & Mind Control consider this an important question. No doubt your players will consider this an important question. You shouldn't.

Next, retrieve any tests that had to be taken twice and add up their scores. Now you're ready to match up the Troubleshooters with their ideal Mandatory Bonus Duties.

How, you ask? Very simple: just see which Troubleshooter has the highest section score for an office and give him that office. If two Troubleshooters have the same score, use the short essay question to decide. Use your judgment and assign the duty to the person who gave the best answer.

If they answered the essay question the same, terminate them. The Computer hates cheaters and coincidences.

Assign only one MBD to each Troubleshooter. Once a Troubleshooter is assigned an MBD, place his test to the side and hand him the appropriate cut-out badge (see *A Brief Note on Props*).

For example, you find Joll-Y-GUY has the highest happiness officer score in the group. Hooray. We're real proud. Give Joll-Y-GUY the happiness officer badge and remove his MBDDT from the pile.

Determine the MBD's in the following order:

- happiness officer
- equipment guy
- communications and recording officer
- hygiene officer
- loyalty officer
- team leader

You may notice that you're down to only one MBDDT when it comes time to determine the team leader. Oh well. It's not that we think any incompetent can be team leader. It's not like this test is purposely designed to put the person least familiar with Alpha Complex etiquette in charge. Trust us. It's not like that at all.

The Alternate Mandatory Bonus Duty Determination Procedure

We realize you might not have time or particularly like the selection procedure as outlined above. We've anticipated this and prepared the following list of alternate selection procedures:

- Roll a 20-sided die. High roller gets his choice of MBD.*
- Accept bribes.
- Deal out the MBD badges like cards.
- Send your players on a quest (find the tongues of three rabid emu or something like that).
- Distribute bats and settle this like real Troubleshooters.

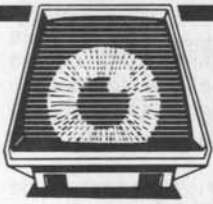
A Final Note

What if you don't have six players? No problem!

If you have more than six, the additional players receive the loyalty officer MBD. You can never have too many loyalty officers.

If you have fewer than six, just make sure you have a team leader. After that it's up to you which MBDs get assigned.

* This is the only Alternate MBD Determination Procedure sanctioned by The Computer.



Team Leader



The team leader is a crucial member of any Troubleshooter squad. His knowledge and guidance makes the team function like a well-oiled machine, and his will pushes each Troubleshooter to give his very best.

Your team leader has been appointed because of his unique skills. Don't hesitate to draw on these skills by consulting him for advice concerning any aspect of your duty.

Of course, no clone is infallible. If you see your team leader make a mistake, please inform your friend The Computer so that proper post-mission training procedures can be arranged.

The Team Leader: Man or Myth?

The team leader is the heart and soul of the Troubleshooter team. Upon his shoulders rests the responsibility for successfully completing the mission. With this responsibility comes a measure of authority. We are all equal before The Computer, but the team leader is a little more equal than the rest of us.

A team leader might let his lofty position go to his head and begin pushing around his fellow Troubleshooters. That's okay. We're sure your Troubleshooters can take care of themselves. Or, as they say in HPD & Mind Control, "The body count always balances in the end."

Of course, being team leader is a tough job. And a tough job needs a tough clone. But a smart team leader is also a friend, a buddy to his fellow Troubleshooters. The team leader should be a clone's clone.

Briefing Officer: Troubleshooters, if The Computer is your best friend, who is your second best friend?

Troubleshooter #1: (Panicky.) Who me, sir? I ... mean, um ... well ...

Briefing Officer: Well?

Team Leader: (Interrupting, his voice filled with zeal.) Sir, The Computer is my friend! I live to serve The Computer! I serve The Computer by destroying Commies whenever and wherever I encounter them!

Other Troubleshooters: (Breaking into inspired spontaneous song.) *Alpha Complex uber alles* ...

Wow, you say, it almost sounds like we're advocating cooperation between Troubleshooters. Well ... so what? You gonna make something of it? We get tired of writing about the betrayal and backstabbing all the time, day in and day out. Just think about how nice things would be if — **ZapZapZap.**

West End apologizes for any discomfort created by the previous paragraph. Rest assured that the writer responsible has been terminated. Now, as we were saying, be sure to impress upon your team leader how important he is. Encourage him to throw his authority around, and assure him that The Computer stands ready to back him up on every decision. In short, create a megalomaniac.



The Team Leader's Duties

The Computer gives each Troubleshooter team the necessary equipment and personnel to accomplish their particular mission, correct? As long as these resources are used properly the mission should succeed, right? So if the mission fails it must be the team leader's fault, ipso facto?

Point this out to the team leader. Repeatedly. Hint that if the job of team leader is too strenuous for him, work is available in the Emergency Organ Donor Transplant Center.

The team leader is the team's tactical situation commander (TSC). This means he's responsible for coordinating the actions of his fellow Troubleshooters whenever they battle

Commie mutant traitors. This is very important. Poor team coordination often leads to vaporized Troubleshooters.

Exactly how your team leader handles the duty of TSC can vary dramatically from player to player. While some team leaders prefer the simple "over the top" tactic, others may use a finesse approach. For example:

Team Leader: Okay men, those Commie mutant scum are in a 3-4 triple zone defense. Smart, but not smart enough. Here's what we're gonna do. Maul-Y and Poll-Y line up in a double tight end with Rog-R as the lone back. Sweep right on four. Ready ... **BREAK!**

Smart team leaders develop intricate battle plans using interlocking time assaults and well coordinated feints. This isn't because complicated plans are more likely to succeed, but because the more complicated the plan the more likely a clone will screw up his assignment, providing the team leader with a scapegoat if the attack fails.

Of course, The Computer understands that Troubleshooters aren't going to win every battle. After all, if the Commie's were that easy to defeat then they wouldn't be such a menace. However, the more The Computer learns about Commie tactics the better able The Computer is to train its team leaders. So after each battle have The Computer ask a few simple questions:

The Computer: Citizen, what was the Commie's primary and secondary fire zones and what was their ratio of suppression fire to kill zone fire in each of these locations?

Team Leader: Uh ... dey ran around us and shotz us in da back.

Using the Team Leader

Now that we've covered the team leader's duties let's talk about how you can use him. In a typical adventure it's important to get your players from one episode to the other to keep the action moving. Well, next time your Troubleshooters stray off course, instead of using Vulture Squadron goons to dog-march them to the next plot device, have The Computer ask the team leader for a progress report. You'll be amazed at how a simple question like, "Why did you fail to arrive at R&D as scheduled?" can motivate a team leader.



A Typical Conversation

Kit-R and the team leader are crouched behind a barrier at the end of a hallway. Laser fire explodes around them from the barrels of a dozen Commie mutant traitor's guns. Between the Commies and the Troubleshooters stand four pairs of smoking boots.

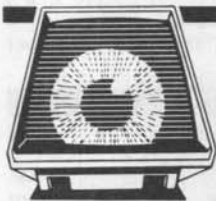
Kit-R: I can't do it! I wouldn't make it any farther than the other four!

Team Leader: You know Kit, I remember a clone, much like yourself in a situation much like this one. He was scared and didn't trust my plan. But he pushed his fear aside and did his duty. And when it was all

over, just before the docbots arrived, he pulled me close and told me this: "Some-day Skipper, when the team's down and the breaks are all going the Commie's way, tell them about me, and ask them to win one, just one . . . for Gip-R."

Kit-R: (With grim determination.) Die you Commie slime! (She pulls the pin on a demolition pack strapped to her waist, leaps the wall, and charges.)

Team Leader: (Peeks over protective barrier and hums the Notre Dame fight song.)



Loyalty Officer



In the never-ending war against the Commies, one Troubleshooter stands alone as The Computer's ever-vigilant servant. This clone is a crucial link in the Troubleshooter chain, specially trained to detect and deal with treason in all its hideous forms. He is — drum roll, please — the loyalty officer.

All Troubleshooters are constantly alert for signs of treason, but it's the loyalty officer's unique duty to look for signs of *potential* treason. But the loyalty officer can't do it alone. He's only part of the team, and he needs your help. If you discover any signs of treason, actual or potential, among your fellow Troubleshooters, report them immediately. Failure to report treason is treason! Also, report all suspicious behavior to your loyalty officer. He's trained to interpret such activities. Remember, what appears to be a simple gesture to you could in fact be the key that unlocks a hideous Commie plot! The Computer rewards citizens who uncover hideous Commie plots.

Some of your fellow Troubleshooters may, in fact, be traitors. If they are, the loyalty officer will undoubtedly discover this during

the mission. Be ready to apprehend or terminate these fiends when your loyalty officer gives the signal!

Stay Alert! Trust No One! Keep Your Laser Handy!

Duties of the Loyalty Officer

The loyalty officer's job is to record all signs of Communist tendencies among his fellow Troubleshooters and, if he confirms that there's a traitor on the team, to terminate the Commie mutant scum.

Some loyalty officers have been known to be especially successful in spotting treason. Inspire your player with tales of such loyalty officers as:

John-I-GUN-5: Started as a Red-level Troubleshooter. Served as loyalty officer on seven missions. In each case, John-I discovered every other Troubleshooter on the team to be a traitor. John-I is now Coordinator of the ZZZ Sector Hormone Enhancement Center and Experimental Coed Environment.

Eagle-Y-III-3: Less than five minutes after being named loyalty officer, Eagle-Y proved his Briefing Officer (Aisle-B-BRF-6) was a Commie traitor. Aisle-B confessed and subsequently implicated Earl-V-ATA-4, Director of Troubleshooter Mission Assignments.

Of course, we realize that young Troubleshooters may find it difficult to spot Commies. That's okay. The Computer understands. And that's why The Computer provides its loyalty officers with *The 10 Early Warning Signs (EWS) of Commie Traitorism*. Be sure to read these to your loyalty officer. Indication of any three EWS is proof positive that the clone in question is well on the way to becoming a Commie traitor. Terminate with extreme prejudice.

The ILTR

Good loyalty officers must often give their lives in the service of The Computer. Their demise is often accompanied by the disappearance of their notepads, thus whole Mission Loyalty Transcripts are lost without a trace. But The Computer has solved this dilemma. Now every loyalty officer is equipped with an *Indestructible Loyalty Transcripts Recorder (ILTR)*.

There are two ILTR models. ILTR-1 is a notepad encased in a self-locking, lightweight, plasti-steel egg. Each egg's locking mechanism reacts only to its loyalty officer's tongue print. Only the loyalty officer (or a member of his clone family) can open it. In the event of the loyalty officer's untimely demise, an internal homing beacon assures its recovery.

ILTR-2 is identical to the ILTR-1, except that the notepad has been replaced with a voice-

The 10 Early Warning Signs of Commie Traitorism

Does the clone in question:

1. Prefer to share all equipment and credits equally?
2. Refer to other Troubleshooters as "Bourgeoisie Pigs"?
3. Use his left hand?
4. Leave home without his Alpha Complex Express Card?
5. Suggest negotiating with traitors?
6. Lack sincerity?
7. Address The Computer as "Comrade"?
8. Long for *Classic Bouncy Bubble Beverage* when the new improved version is so much better?
9. Have embarrassing underarm stains?
10. Do anything at all that you find annoying?



order. Both ILTR models are impervious to harm when the egg is closed.

At the start of the mission assign your loyalty officer either an ILTR-1 or ILTR-2. Then, instruct him to take extensive notes on any suspicious behavior observed during the mission.

Accuracy is important. These records will be used in the de-briefing at the end of the mission. Warn your loyalty officer that insufficient note-taking is treason!

Prop Hint: If you have a tape recorder your player can use, assign him the ILTR-2. Otherwise, just give him some blank paper and call it ILTR-1.

Each entry should be in the format of a police report. For example:

Reporting Officer: Pete-R-GUN-2

Time: Daycycle 5: Mood Adjustment Break

Subject: Rob-R-THF-3

Entry: Observed Rob-R acting suspiciously when handed Personality Supplement Pill. Subject asked for glass of water and pretended to swallow PSP, but then, with excessive casualness, moved to nearest waste disposal unit. There he raised cup to mouth a second

time. Subject then opened chute and threw cup in. Believe he spit PSP back into cup before placing cup in disposal.

Recommendation: Will continue to observe Rob-R very closely. I'm sure he'll slip up. They always slip up.

In addition to the ILTR, loyalty officers often receive special weapons (rapid-fire laser cannons, vapo-guns, tac nukes, etc.) in case they uncover a Really Big Commie Plot. Really Big Commie Plots require Really Big Weapons.

De-Briefing

After the mission, hold a special *Loyalty Transcript De-briefing* (LTD) between The Computer and the surviving Troubleshooters. During this LTD the loyalty officer reads each pertinent ILTR entry out loud and gives his opinion.

Encourage your loyalty officer to make wild accusations by prompting him with simple positive remarks. "An excellent observation, citizen. Please elaborate further," and "Would you recommend termination or will re-education be sufficient?" are excellent examples. Of course, the accused may get hostile, but that can be handled easily:

Loyalty Officer: And so I believe Pats-Y was responsible . . .

Pats-Y: Why you traitorous . . .

The Computer: Citizen! Interrupting your loyalty officer during the LTD is bad manners! Would you like to continue in this obviously treasonous activity?

Pats-Y: Gulp!

When your loyalty officer is on a roll, hit him with some tougher questions. "What about Red-R-DIE-2? Surely you didn't miss his involvement in that destructive explosion in ALF Sector? And concerning certain actions by Itgo-B-OOM . . . "



Allow the other Troubleshooters to rebuff or substantiate any charges — but beware! If you're not real careful, the LTD might degenerate into a regular firefight. We wouldn't want that to happen, now would we?

A Typical Conversation

Equipment Officer: So we're supposed to wait for the signal, then charge the front entrance?

Hygiene Officer: Yeah, that's right.

Loyalty Officer: (Nonchalantly leaning closer and writing in his ILTR.)

Equipment Officer: But we're out-gunned 50 to one! We're dead!

Hygiene Officer: Maybe. Unless we don't charge, 'cause you decide to do an Equipment Check just as the signal sounds?

Loyalty Officer: (Scribbling furiously.)

Equipment Officer: (Whispering.) But it's our job to distract the Commies!

Hygiene Officer: But how can we do that if our weapons don't work? (Wink, wink.)

Loyalty Officer: (Scribbling more furiously.)

Equipment Officer: But what if someone finds out?

Hygiene Officer: After the firefight there ain't gonna be no one left but us. So who's gonna tell? I'm not telling. You're not telling. And vat-brain here hasn't said a word the entire mission. (They turn to look at the loyalty officer.)

Loyalty Officer: (Tunelessly whistles and smiles innocently.)

LOYALTY OFFICER REPORT FORM

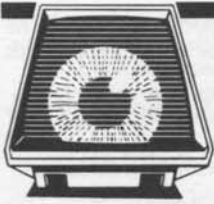
Reporting Officer _____

Time _____

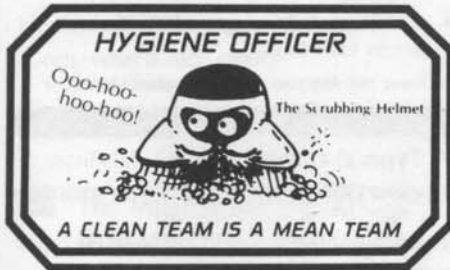
Subject _____

Entry _____

Recommendation _____



Hygiene Officer



The hygiene officer makes sure that Troubleshooters look sharp — buttons buttoned, uniform pressed, teeth waxed.

Failure by the hygiene officer to maintain an acceptable *Team Hygiene Level* can lead to unsuccessful missions. Dirty hands can slip on laser triggers; bad breath can alert enemies to your presence; wrinkled uniforms can lower team morale to the breaking point.

So be a loyal citizen and give your hygiene officer a hand. Show him all filth, grime and potential dirt you discover. Thank you for your cooperation.

The Hygiene Officer: Keeping Alpha Complex Clean

Impress upon the player how vital the hygiene officer is to the team. Make him feel important. Make him feel very important. Make him feel more important than the team leader. Tell him about the sweeping power which comes with the position and his authority to make any Troubleshooter submit to a *Personal Hygiene Test* (PHT). Tell him about his right to initiate *Emergency Sanitation Procedures* against any citizen who fails the *Personal Hygiene Test*.

Also, tell him that dirt is a Bad Thing. Mention how dirt floats about in unsanitized air, how it gets drawn into the cooling vents of docbots, settling on their delicate bot brains and causing them to perform unnecessary surgery on Troubleshooter volunteers.

Point out that dirt can get into other places, like lasers, multicorders, flybots, and skin-core samplers. Dirt causes malfunctions. The hygiene officer is responsible for all dirt-related malfunctions. So slam dunk that junk!

The Personal Hygiene Test

The main duty of the hygiene officer is to perform PHTs. A PHT is an intensive physical inspection used to determine if a clone meets the *Minimum Cleanliness Level* (MCL). Any

clone that fails a PHT must undergo an immediate *Emergency Sanitation Procedure* (ESP).

When can the hygiene officer demand a PHT? He can't just call for a PHT anytime, can he? He couldn't order a character to stop whatever he was doing and take a PHT right now, could he? Sure he could!

The *Personal Hygiene Test* can be as complicated or as simple a process as the hygiene officer wants to make it. If he wants to be really annoying, he can do complete body inspections (be careful with enthusiastic roleplayers) and give lectures on clone hygiene. Or he can just get down to the nitty-gritty and take a *Skin-Core Sample* (SCS).

A Skin-Core Sample? Isn't That Dangerous?

Well, normally, yes.

But don't worry, the safety-conscious R&D engineers have developed an invention guaranteed to take an SCS quickly and painlessly. It's called a *Skin-Core Sampler Type VI* (SCS-6).

This device takes minute tissue samples and determines their chemical structure (i.e., the ratio of skin to dirt). The SCS-6 recommends *Emergency Sanitation* if there is too much dirt in the tissue sample.

The SCS-6 is a long, flat belt that wraps around any portion of a clone's body. On the side of the belt that touches flesh is a metal contraption which closely resembles a small hydraulic post-hole digger. This digger is, in turn, wired to a hand-held control panel. The control panel has three features: a red button labeled "ACTIVATE"; a dial numbered 5 to 100 labeled "DEPTH"; and a blank screen labeled "FINAL ANALYSIS".

Using the Skin-Core Sampler

First, explain to your hygiene officer how the *Skin-Core Sampler* works.

Briefing Officer: Wrap it around an arm or leg and turn it on. Then just wait a few seconds and the machine'll tell you if the subject needs *Emergency Sanitation*.

Of course, you may want to warn the hygiene officer that Troubleshooters often experience unnecessary trauma when they're about to have an SCS taken, but with just a little coaching you can teach your hygiene officer how to reassure his fellow Troubleshooter.

Troubleshooter: Gulp! Are you sure you know how to use that thing?

Hygiene Officer: Hey, don't worry about it. The boys in R&D assured me that this model'll work fine. No problems at all . . . anymore. They re-checked the blade and even adjusted the depth setting!

If that doesn't quiet the Troubleshooter, there's always the standard, "Refusal to take a PHT is Treason." If necessary, get the happiness officer involved. You'd be surprised what a couple of E-Z-DUZ-IT pills can do to improve cooperation.

Once the SCS-6 is attached, ask the hygiene officer what depth he's going to set it at. (Note: the depth setting measures molecules, so even at maximum depth the machine will only take a tiny fraction of the top layer of skin — but don't tell him that.)

Then he can turn on the machine. A low whistle comes from the *Skin-Core Sampler*, gradually getting louder and louder. Tell everyone it sounds like a laser on overload. After that, start counting down from five.

My, how fast Troubleshooters can tear off loud, whistling SCSs! Now the hygiene officer will just have to start over. When the SCS stops humming, the sample has been collected. Does the panicky Troubleshooter have a big hole in his arm or leg? Don't be ridiculous! But don't rush to tell him.

The last step is to evaluate the SCS-6 analysis. The SCS works on ratios. More dirt is concentrated on the outside of the skin than on the inside, so the deeper the SCS is set the more likely the Troubleshooter is to pass the test. Use this chart to determine what message appears on the *Skin-Core Sampler Mark VI's* control panel.





Depth Control Panel Reading

- 05-10 Insufficient Data: Reset and Try Again
- 15-50 Initiate Emergency Sanitation Procedures
- 55-100 Subject meets Minimum Cleanliness Level

If the SCS-6 does recommend ESP, the hygiene officer can enact one or more of the following procedures:

1. Place a priority call to *Clone Cleanliness Central (CCC)*. A *Clone Cleanliness Bot (CCB)* arrives within minutes (kind of a cross between a Maytag Side-Loader Washer and Hulk Hogan), grabs the clone, and stuffs him inside his cleaning compartment for a quick two-minute wash and spin-dry.
2. Spray the offender with his choice of overall body cleansers. (CCC recommends *New Perma Scent*.)
3. Administer the experimental Clean-It-Up pill. No one is sure just what this does, but after taking it bubbles come out of the Troubleshooter's mouth and his hair smells food-vat fresh.

For the record, the SCS-6 never experiences any of the problems of its predecessors (SCS-1 through -5). It never explodes, refuses to turn

off, or digs too deep. Nope, never. The Mark VI works perfectly. Just like everything else that comes out of R&D.

Other Stuff

In addition to PHTs, the hygiene officer has a number of other duties, including:

Organizing Emergency Cleaning Crews: The hygiene officer has the right to form Emergency Cleaning Crews (ECC) to combat Commie filth and general untidiness. Whenever the team encounters an area of Alpha Complex that does not meet minimum Cleanliness Levels (such as a battle site), the hygiene officer temporarily assumes command. His orders must be obeyed until every last bit of trash is deposited in a proper receptacle.

The crew can be made up of any clones in the area, or members of the Troubleshooter team. Besides all the fun open to players, this also provides the GM with another neat activity for Troubleshooters — they can be drafted by a hygiene officer from another team!

Personal Hygiene Maintenance: The first step in the never-ending fight against Commie dirt is continuous Preventive Hygiene Maintenance (PHM). PHM is a regimen of grooming procedures that the hygiene officer is responsible for enforcing during the mission. Here's

a list of some of the special equipment the hygiene officer receives to accomplish this task:

- PDT Brand Tongue Scraper and Vehicle De-Icer.
- *New Meltdown Mouthscrub*: Fight Decay! Melt Plaque Away!
- *Soften-It-Up Eyedrops*: With New Extra-Mild Abrasives!
- *Blast Them Off Shampoo*: Kills Germs* and Leaves Hair Shiny!

* Germs are very tiny Commie mutant traitors.

A Typical Conversation

Hygiene Officer: Listen buddy, you gotta take a PHT.

Troubleshooter: It wasn't my fault! He pushed me into a vat of . . .

Hygiene Officer: Are ya gonna take the PHT or should we just skip to Emergency Sanitation?

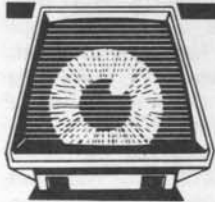
Troubleshooter: No really, I'll be fine as soon as I wipe this stuff off my . . .

Hygiene Officer: That's it. Hold him down while I get a sample.

Troubleshooter: Hey, what are you doing? Get that thing off . . .

Other Troubleshooter: Is it safe to attach it to his head?

Hygiene Officer: Well, they recommend an arm or a leg, in case it goes a little too deep. But when they start kicking . . .



Communications and Recording Officer



The communications and recording officer is an important key to team survival. Treat him with the utmost respect and deference. Whenever he points his multicorder at you, everything you say, do, or even think (depending on the multicorder program) is recorded for later perusal by The Computer. Special editing techniques and camera angles can mean the difference between promotion to Vulture Squadron and termination.

If the C&R officer asks you to hold a kleeq light, respond speedily regardless of your current assignment. If he asks you to speak into the microphone, speak cheerfully and use good diction.

You can aid your C&R officer by pointing out scenes he should film. Help him get close-ups of raging infernos. Use your own initiative and invite those Vulture Squadron goons over for an interview. Be helpful! An artistic mission record is the product of a dedicated team — not just one citizen!

The Communications and Recording Officer: Lights! Cameras! Action!

The C&R officer is almost a religious figure, the Troubleshooters' direct link to The Computer. It is this clone's job to create the mission record using the latest technology, and to constantly maintain communication with The Computer.

Now stop and think. The Computer is everywhere, recording everything, right? So

why does it need a Troubleshooter running around with a hand-held camera and microphone? Logically, it doesn't.

But we know The Computer often has slight . . . uh . . . lapses in security. Leaving it with what HPD & Mind Control terms "limited omnipotence."

On one mission the C&R officer is redundant, as The Computer already has a complete record from other sources. On another mission, however, the C&R officer's multicorder may be the only mission record available. (And of course that'll be the one time he forgot to take the lens cap off.)

The "C" in C&R

The main function of the communications and recording officer is, as one might expect, to communicate with The Computer. This means that a Troubleshooter team might, at the sole discretion of the GM, not be issued standard com units. ("Due to a minor cataclysm involving one of PLC's new super-accelerated breeder-reactors, com units are in



short supply.") Instead, *one* com unit is given to the Communications officer.

It's now his responsibility to pass along all contact with and from The Computer. This could be an extremely powerful duty, since it leaves the Communications officer in complete control of questions to The Computer; advice from The Computer, and reports of treasonous activity by other members of the team. We're sure he'll relay all messages word-for-word, clearly, and without delay. Gosh, what a nice clone!

It also falls to him to interpret the word of The Computer for lesser clones, to hold PTC (Praise The Computer) rallies, and to offer up a sacrificial clone now and then.

The Mission Record: Art or Documentary?

The other important duty of the C&R officer is keeping the mission record. The Computer is very anxious to get a complete and interesting mission record.

One important choice the C&R officer must make concerns *style*. Will he be a newscaster type, reporting action as it happens in an official-sounding voice? Or will he be more like a director, staging scenes over and over again if necessary to get the perfect shot? The Computer has no preference, so it is up to the player.

If the C&R officer wishes, he may pattern himself after the greatest Recording officers of the past. Tell the player about the three most famous C&R officers, each of whom was awarded a *Teela* (sort of like an Oscar award) for multicording excellence. These are:

Lindael-R-BEE: Formerly of NBC Sector, Lindael-R hosted a vidshow called *Our Complex* after being "discovered" as a C&R officer. Famous for saying, "And so it went — if The Computer says so."

Chev-I-CHS: Called himself a "hard hitting investigative reporter." Died mysteriously while on the trail of "something big" by falling down a ladder into a transit tube during rush cycle — multiple times.

Ingmar-B-MAN: Known for his surrealistic style used to confuse debriefing officers into believing whatever they were told.

The Multicorder

The C&R officer should take a moment to examine his most important piece of equipment, the multicorder. You can get more information on multicorders than you ever thought possible, simply by reading the Equipment Section in the *Paranoia Rulebook*. Briefly, there are two multicorder models that might be assigned to a mission. The Multicorder I is small, light-weight, and can run only one sensor program at a time. The Multicorder III is larger, bulkier, and can run three programs. Most C&R officers will be issued a Multicorder I.

One standard-issue program is the visible light sensor. Remind the C&RO that this includes magnification enhancers and filters for



those "artsie" shots and Infrared for *really* "artsie" shots. However, the most common program used is the recorder, which is a standard color audio-video camera. R&D is reportedly working on a smell-sensor program for inclusion on future missions. At your discretion, multiple programs can be issued, thus giving your C&RO some flexibility when filming. For example:

Recording Officer: I dink for dis shot I vill use ze Infrared wid a blue filter.

The C&R officer should get used to handling the multicorder as quickly as possible. Encourage him to experiment, stick the camera in clone's faces, and generally be a nuisance. If he seems reluctant to make as big a nuisance of himself as you want, have The Computer gently remind him that he's really not doing his job. For instance:

The Computer: Excuse me, citizen. Can you explain, briefly, why your multicorder is not on?

C&RO: Well . . . the mission hasn't started yet, friend Computer.

The Computer: Odd. According to the mission record, it began several minutes ago.

C&RO: But if I'm the one making the record and my multicorder is off, how can there be a mission record? There must be an error, friend Computer.

The Computer: Did you say, "error," citizen?

C&RO: Gulp!

Fun in the Field

How does all this work on a mission? If the C&R officer isn't hopping around like a reporter from *The Enquiring Citizen* then give him some encouragement.

The Computer: Excuse me, citizen, but are you *sure* the lighting is adequate? Are you willing to stake your life on it?

If he's doing a *good* job, reward him.

The Computer: Excellent work, citizen. A commendation for that last panoramic view of the crash site has been entered into your permanent record.

Encourage your C&R officer to use interesting camera angles, close-ups, and lots of make-up.

Don't let the C&R officer neglect sound. Sound is very important to The Computer. If something is garbled, the C&R officer should re-shoot, re-staging the scene where necessary. This will give the other Troubleshooters a wonderful opportunity to reconsider their treasonous statements of a moment ago.

Remind the C&R officer that he isn't in this alone. The other Troubleshooters should be just as anxious to see a scene re-shot as he is, and the C&R officer always has the power to draft someone to help point spotlights, apply make-up, or portray the now-vaporized villain.

Of course, if something really vital comes up, like a firefight with Commie mutants, the C&R officer should drop everything to help, right?

Don't be silly. He should keep on shooting with his multicorder. Just because a fellow waving a camera, pointing a light, and shouting directions through a megaphone makes a wonderful target is no reason to ignore The Computer's orders (although especially enthusiastic C&R officers have been known to squeeze off a few laser blasts with their left hand).



A Typical Conversation

C&R Officer: Citizen Pats-Y! Please come over here and point this kleeeg light at our illustrious leader. I want a good shot of the burn marks.

Pats-Y: Are you crazy? If I stand up, those Commies will nail me! (Laser blast crackles overhead.)

C&R Officer: Citizen, surely you realize that failure to comply with an MBD officer in performance of his duty is treasonous.

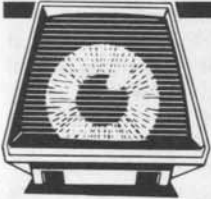
Pats-Y: (Another bolt blasts nearby wall.) Forget it! Hey, Steve-O, do I have to do what this guy says?

Steve-O: I dunno . . .

Pats-Y: I want to call The Computer! You're trying to get me killed, you lousy traitorous Commie mutant scum!

C&R Officer: As communications officer, I'll be happy to forward your message to The Computer, citizen. Now, what was it you were saying?

Pats-Y: Hamana hamana hamana . . .



Equipment Guy

(Bots, Weapons, Vehicles and Sundry Equipment Repair and Maintenance Officer)



The equipment guy is responsible for the safety and care of all Computer property assigned to a Troubleshooter team.

Naturally, the equipment guy (EG) is highly skilled in the repair and maintenance of all forms of weapons, bots, vehicles, and R&D devices. Feel free to ask his advice if you have a problem with a piece of equipment, or if you need an experimental R&D device demonstrated.

Also, be careful not to engage in activities which might damage your weapons, bots, or vehicles. Equipment guys are touchy about such things. For your own protection, inform your equipment guy whenever an item is malfunctioning, in need of preventive maintenance, or makes you feel a bit uneasy. He won't mind. It's his job.

The Equipment Guy: If It's Not Broken, Fix It

It is the equipment guy's duty to repair any vehicle, weapon, bot or device that malfunctions during the mission. Of course, field repairs may not always be possible. In such instances the EG should ask The Computer for advice. For example:

Equipment Guy: (Standing on the edge of the Grand Canyon.) Due to Commie sabotage, defective floor material, code-named "Gravel," gave way beneath Docbot 6677-b causing said bot to fall several thousand meters into the Big Crack. Said bot exploded upon impact.

The Computer: Unfortunate. Please take a "Gravel" sample and return all parts of Docbot 6677-b to YAK Sector Repair Facility.

In addition to repairing items, a major portion of the equipment guy's duty is to prevent

equipment failures. To accomplish this, the EG conducts frequent *Random Surprise Inspections* (RSI).

What is an RSI?

As everyone knows, a Troubleshooter's high-tech equipment requires constant maintenance and upkeep. A skilled individual is needed to inspect the equipment regularly. Who better than the equipment guy?

To help prevent equipment failures the equipment guy is authorized to conduct Random Surprise Inspections. These inspections can involve a thorough examination of the entire team or just a quick *Weapons Check* (WC) of selected team members. Failure to cooperate with the equipment guy during RSI is treason.

Encourage your equipment guy to conduct RSIs frequently. Remind him that it's his responsibility to keep the team's equipment operating smoothly. Reassure him of The Computer's faith, but don't let him think The Computer is gullible. For instance:

The Computer: So Flybot DC10 crashed due to suspected Commie sabotage.

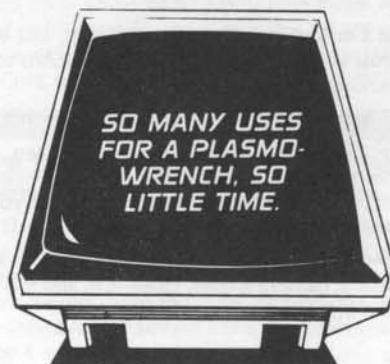
Equipment Guy: Yes, friend Computer.

The Computer: Citizen, please explain why you believe Commie sabotage is responsible when the mission record clearly shows that you hadn't inspected Flybot DC10 for over twelve hours?

Equipment Guy: Um . . . lucky guess?

Of course, the equipment guy must look for more than just signs of wear and tear. Suppose a Commie sympathizer infiltrates the group, sabotaging equipment and weapons? An RSI at an opportune moment might uncover a monstrous plot! Successfully uncovering monstrous plots often leads to security clearance promotions.

Remember, no one can refuse an RSI. No one.



Equipment and Techniques

To better perform his duties, the equipment guy is issued a special R&D-designed *Multipurpose Tool Kit* (MTK) at the start of every mission. The MTK contains all of the standard tools that any Alpha Complex equipment guy needs to effect repairs (negative frequency ratchet, anti-grav lifters, geiger counter, etc.)

For improved security, each toolbox opens in a unique manner. Roll a 20-sided die and consult the "Random Toolbox Security Table" below to determine how the EG's MTK opens this mission.

Random Toolbox Security Table

MTK opens when:

- 01-03 Owner sticks tongue in slot.
- 04-07 It hears code-phrase selected by previous owner (chose word prior to mission).
- 08-11 Proper number sequence is entered on keypad.
- 12-14 Bashed very hard.
- 15-17 It hears the word "open."
- 18-20 It feels like it.

The equipment guy and his MTK have a variety of responsibilities. Each is summarized below.

Weapons: Inspecting weapons is the equipment guy's most important duty. Without functioning weapons Alpha Complex is helpless against the Commie menace. Stress to your EG that it's his duty to prevent weapon malfunctions and to be constantly alert for signs of sabotage. Keeping close tabs on all weapons should occupy a large portion of his time. Failure to maintain the team's weapons is treason of the highest order.

Bots: These are some of The Computer's most prized possessions, and woe be to any EG that allows harm come to one. Bots should be inspected regularly, just like weapons, to check for mechanical wear and tear and Commie sabotage. However, inspecting a bot can be a little more difficult than taking apart a laser.

Equipment Guy: Let me just, uh . . . detach this Bot Brain Protector Plate.

Docbot: Are you certain that's . . . Ow! Ow! Ow!

Equipment Guy: Quiet, plasti-brain. Now for a quick scan of the medulla . . . Ooops!

Docbot: Aieeeee . . . !

Equipment Guy: C'mon, I barely touched . . .

Docbot: Zzzzt . . . phhht . . .

Equipment Guy: Hey, what the . . .



Docbot: Exterminate! Exterminate! Eradicate all organic lifeforms!

Equipment Guy: Ow! Ow! Ow!

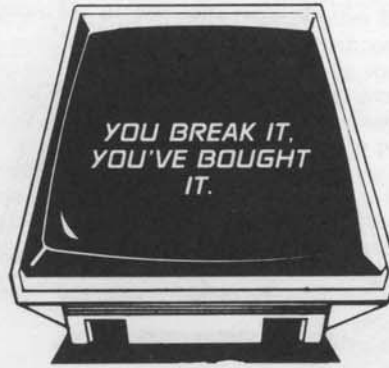
The equipment guy should also examine each bot's programming on a regular basis. This is best done by asking the bot simple questions concerning its function and duty. **Caution:** Overly difficult or hypothetical questions could damage or alter a bot's programming. Heeheehee!

Vehicles: The equipment guy is not only responsible for the care and maintenance for all vehicles assigned to the team, but he is also the official team pilot/driver. Driving is a very important duty. Be sure to ask the EG to detail exactly *which* long knobs and little pedals he is twisting and pushing.

Of course, the EG can always assign someone else to driving duty, but he's still responsible for damages — unless he can pin the blame on someone else. ("As the mission record clearly indicates, I specifically told Aluns-R to increase the *left* mega-thruster output.")

Finally, since many vehicles have bot brains, the equipment guy gets to communicate with them and try to give them orders. The key word here is "try."

R&D: The EG must also make sure that every piece of experimental R&D equipment assigned to the mission is tested at least once, and



that a full report of its performance is submitted. Be sure to remind your equipment guy that testing experimental R&D stuff often brings commendations.

New-Found Gains: Not only is the EG responsible for all equipment carried on the mission, he's also in charge of retrieving, identifying, and repairing any items found along the way! Malfunctioning com units, nuclear reactors, and Old Reckoning devices turn up in the strangest places. Failure to retrieve and test discovered devices is treason!

A Typical Conversation

EG: Hey, Mort-Y. How's it goin' in R&D?

Mort-Y: Oh, hi citizen. Come for some more equipment?

EG: Sure thing! That last batch was great! (Adjusts arm sling.) I mean it!

Mort-Y: (Glowing.) Really? Oooh, I have something really special for you this time! (Adjusts glasses.)

EG: Great, Mort-Y! I'll take two. Love your stuff! I mean it!

Mort-Y: (Rapturously.) Seriously? You really mean it? Gosh, you're swell. Gee, uh, maybe I ought to warn you . . .

EG: (Casually.) You were saying?

Mort-Y: Well . . . I'm not supposed to tell . . . but we're worried that the gravity inverter mechanism might interfere with the user's, uh, brainwaves.

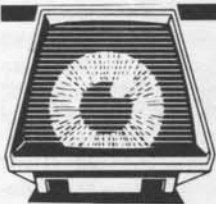
EG: You'd never do anything like that to me, pal. I'll field-test it for you and bring back a complete report real soon. I mean it.

Mort-Y: Gosh!

EG: (Turning to another Troubleshooter.) Hey, Gome-R. You're a member of HPD & Mind Control, right?

Gome-R: Yeah. Why?

EG: Congratulations, citizen! You've been chosen to field-test this mind-control helmet. Just put it on your head and turn the switch. Not now! Later . . . when we're in a room with low ceilings. Meanwhile, it's RSI time, everyone! Let's see those lasers double-quick!



Happiness Officer



The happiness officer is essential to the success of a mission. He keeps morale high and, more importantly, makes sure Troubleshooters have lots of fun. If you feel down, tired, or just plain bored, don't suffer in silence. Tell your happiness officer! He can cheer you up with a joke or a quick song. And if he doesn't, just inform The Computer. That could be fun, too!

The Happiness Officer: Clones Just Wanna Have Fun

Officially, the happiness officer (HO) is in charge of team morale. The HO monitors morale and, whenever a Troubleshooter suffers from *Sub-Standard Morale* (SSM), applies *Morale Lifters* (ML) to boost spirits and bring smiles to one and all. These MLs can take any of a number of forms — pharmaceuticals, jokes, pharmaceuticals, songs, pharmaceuticals, pep talks and, on rare occasions, pharmaceuticals.

Sub-Standard Morale

In Computer terms, SSM means any clone who isn't in a state of euphoric glee. For example:

Happiness Officer: (Addressing one of two Troubleshooters scrubbing the inside of a food vat.) Greetings, citizen! Are you having fun?

Troubleshooter #1: Certainly, citizen! Scraping congealed, potentially toxic sediment off

of food vat walls is very important! I feel privileged to serve The Computer in this capacity!

Happiness Officer: Excellent! And you, citizen, are you having fun?

Troubleshooter #2: Yeah. Sure. Dumploads.

Troubleshooter #2 is obviously suffering from SSM. This is very dangerous because *Sub-Standard Morale* is the single largest cause of mission disasters. Sixty-three percent of team leaders with a preference list it as the primary or secondary reason for a mission's failure.

SSM can cause a variety of additional problems, including vehicle malfunctions, weapon misfires, poor communications, and backache.

To help in early detection of SSM, HPD & Mind Control has made up a list of the warning signs of SSM Breakdown. Briefing Officers should go over these warning signs with newly appointed happiness officers. The fate of Alpha Complex depends on it.



Early Warning Signs of Sub-Standard Morale

Does the clone in question:

1. argue excessively?
2. refuse to volunteer for suicide missions?
3. disregard the team leader's orders?
4. suffer from insomnia?
5. not laugh at the happiness officer's jokes?
6. refuse to participate in group sing-a-longs?
7. have a pouty puss?
8. refuses to take Personality Stabilizer Drugs?
9. show a definite lack of faith in The Computer's judgment?
10. whine?

Sub-Standard Morale manifests itself in a number of ways. An experienced happiness officer learns to recognize SSM in all its forms (including those not listed above). Any one of the above symptoms (including those not listed) is grounds for immediate Personality Adjustment.

Happiness is Serious Business

The happiness officer's duties are two-fold. First, he must prevent SSM by leading the Troubleshooters in frequent *Pre-planned Spontaneous Activities* (PSA).

PSAs include group sing-alongs, Teela-OMLY trivia questions, jokes, rap sessions, coordinated cheers for The Computer, or anything else that the happiness officer feels will be loads of fun (provided it's not treasonous, of course). Exactly which PSA the Troubleshooters engage in is up to the HO.

In sufficient quantity, Pre-planned Spontaneous Activities are an effective way to prevent Sub-Standard Morale. By the same token, lack of PSA is seen as a deliberate attempt to induce SSM. This is a Bad Thing. Tell your HO about this. Drop subtle hints.

Of course, The Computer knows that no clone is perfect, and cases of SSM may develop from time to time in spite of the HO's best efforts. This brings us to the second duty of the happiness officer; to treat cases of SSM.

A Brief Note

In our culture *drug therapy* means teaching an individual how to cope with life without relying upon drugs, a noble cause which we at West End heartily endorse. In Alpha Complex, however, drug therapy has a more literal meaning. Namely, teaching a clone to cope with life through the use of drugs. A subtle but important difference brought to you by The Computer.



Through years of experience, The Computer has learned that there's only one effective cure for SSM: *Personality Stabilizer Drugs* (PSDs). Impress upon you player that loyal HO's always use PSDs to treat SSM. Let him know that PSDs are considered "normal" in Alpha Complex and failure to respond to SSM with PSDs is treason.

Which PSDs you outfit the happiness officer with is up to you. The two most common drugs are *E-Z-DUZ-IT* and *Wider Awake*. Both of these are detailed in the box below. For a longer list of pharmaceuticals, turn to "Better Living Through Chemistry" in the *Paranoia* supplement, *Acute Paranoia*.

Rumors abound that occasionally PSDs get mislabeled. But we all know what rumors are, don't we?

Qualine

Common Name: E-Z-DUZ-IT

Clearance: Red

Availability: Standard issue to happiness officers.

Effects: "You know, it's not so bad, being trapped in this damaged reactor. I suppose we'll all be dead in a few minutes. Life's funny that way."

Side-Effects: Troubleshooter becomes oblivious to danger and is apt to follow any reasonable or semi-reasonable suggestion.

After-Effects: None.

Methods of Application: Comes in a one pint bottle. Usual dosage is one swig. Two swigs for clones under exceptional stress.

Duration: Twenty minutes.

Pyroxidine 2

Common Name: Wider Awake

Clearance: Red

Availability: Issued for "routine" missions requiring high levels of Troubleshooter motivation and low levels of Troubleshooter self-preservation. Often used as a morale booster by happiness officers.

Effects: High awareness and alertness, along with a general "Gosh, I'm happy" attitude. Believability bonus is doubled.

Side-Effects: None at all. This drug is perfectly safe, as long as you keep taking it.

After-Effects: Roll a 20-sided die and consult the "Effects of Discontinuing Ingestion of Wider Awake" table.

Methods of Application: Tablet.

Duration: One hour.

Effects of Discontinuing Ingestion of Wider Awake

01-07 None

08-15 Scalp itches

16-20 Claws at wall, then screams "Purple Hairy Spiders" and dies

A Typical Conversation

Muff-Y: Are you sure that was the right thing to do?

Happiness Officer: Well, he looked so . . . glum. You know, all that moaning. I thought he'd bring the rest of the team down.

Muff-Y: Yeah, I guess so, but maybe the docbot should have patched him up first. I mean, that autocannon hit him square . . .

Happiness Officer: Trust me. He's fine. (Turns to another Troubleshooter.) How're you doing Lase?

Lase-R-FDR: (Doing push-ups.) Great! I feel great! Never felt better! I love The Computer!

Muff-Y: You know Lase, maybe you should keep quiet. After all, you are kinda, you know . . . critically wounded.

Lase-R-FDR: (Running in circles.) No, really, I feel great! Think we'll fight any Commies today? Huh? Think so? Huh?

Happiness Officer: See Muff, he's fine. Now about this stress you're experiencing . . .

A Few Parting Thoughts

There you have it, the Mandatory Bonus Duty summed up and outlined for use in your next *Paranoia* gaming session. Feel free to use any or all of the information we have so graciously provided. The Computer even gives permission to add your own wickedly twisted ideas as well. We've just explored the surface of the MBD concept. What remains to be discovered is up to dedicated gamemasters and their players. But remember, everything

we've presented is optional. None of this fun stuff is necessary for an ordinary *Paranoia* game.

So, what are you waiting for? The Computer has a very important mission for a team of Troubleshooters such as yourselves. Commie mutant traitors are everywhere! The unexplored corridors of Alpha Complex stretch in all directions! And only you can prevent ugly waxy buildup!

Thank you for your cooperation.

Loyalty Officer

Congratulations, citizen! In recognition of your exemplary service, you have been chosen as loyalty officer for this mission. This appointment shows The Computer's special faith in you.

Your duties include watching your fellow Troubleshooters for signs of substandard zeal, recording and reporting any incidents of disloyalty, and taking immediate corrective actions when the opportunity arises.

You report directly to The Computer, not to your team leader. You must be ever-vigilant. While any Troubleshooter can spot blatant Commie sabotage, it is your highly trained eye that The Computer relies upon to see Commie plots before they hatch.

Study *The 10 Early Warning Signs of Commie Traitorism*. Observe the other Troubleshooters. Note which ones have sub-standard zeal, which ones have irregular speech patterns, which ones behave... funny. You are the eyes of The Computer, ever watchful, always observant, forever with your ear to the door.

Remember, only you can prevent Commie traitorism.

Team Leader

Congratulations, citizen! Because of your unique abilities you've been selected to serve as team leader. This is a very important assignment and your selection demonstrates The Computer's exceptional faith in you.

As team leader you must coordinate the efforts of your fellow Troubleshooters, using their diverse talents and skills to successfully complete your mission assignment. To this end, The Computer has provided you with all the necessary equipment. However, if you feel The Computer may have overlooked some of your needs, please don't hesitate to point this out.

At times your team may engage in combat with evil Commie mutant traitors. In such situations your superior tactical knowledge will determine the outcome of the battle. Deploy your team carefully. Keep those fire lanes clear.

Your badge depicts you as the center of your team, with your expertise and knowledge radiating as inspiration to all. The Computer stands ready to assist you in these tasks. Good luck, citizen! The sensors of The Computer are upon you.

Communications and Recording Officer

Congratulations, citizen! Your Mandatory Bonus Duty for this mission is communications and recording officer (C&RO). Your two-fold assignment is the highest of all honors.

As communications officer, it is your job to handle the *com unit*. This is extremely important, as it is your team's only link to the benevolent wisdom of The Computer. Interpret the word of the Computer, relay questions and information to The Computer, and hold PTC (Praise The Computer) Rallies often. Handle this duty wisely!

As recording officer, you are in charge of the all-important *multicorder*. This device will allow you to record the mission in exciting detail, in technicolor, and in quadraphonic sound. The Computer loves close-ups, exotic lighting, scenes shot in infrared, and in-depth interviews with suspected traitors. Missing a scene is treason... re-stage any exciting moments you may have overlooked.

Take your duty seriously! Recent team leader reports indicate that 61 percent of all mission disasters can be blamed on the C&RO's failure to keep an accurate mission record.

The Computer is everywhere — but you must be everywhere else! Don't let The Computer down!

Hygiene Officer

Your MBD is team hygiene officer. This is a great honor. Only the most trusted servants of The Computer serve as hygiene officer.

Your responsibilities include monitoring the *PHL* (Personal Hygiene Level) of each team member, reporting when a Troubleshooter fails his *PHT* (Personal Hygiene Test), and implementing *ESP* (Emergency Sanitation Procedures) against any and all offenders.

To aid you a *PHTCMK* (Personal Hygiene Test and Cleanliness Maintenance Kit) for performing *PHTs* and *ESPs* on your fellow Troubleshooters has been provided. Consult your Briefing Officer for instructions.

Yours are the duties of *The Scrubbing Helmet*, that legendary bastion of clean corridors and well-flossed Troubleshooters. Serve his memory well!

Take your duty seriously. Recent team leader post-mission reports indicate that 52 percent of all mission disasters can be blamed on *HM* neglect by the hygiene officer. Failure to report Troubleshooters who have a sub-standard *PHL* is treason.

Remember, *ACTIAMT*: A Clean Team Is A Mean Team!

Happiness Officer

Congratulations, citizen! Due to your properly zealous attitude you've been chosen as happiness officer. This is a great honor. Only those who know the true joy of being an Alpha Complex citizen are appointed happiness officer. Your selection shows The Computer's exceptional faith in you.

As happiness officer it's your duty to keep team morale high and to motivate your fellow Troubleshooters with frequent pep talks, sing-a-longs, and practical jokes.

In addition, you must constantly be on the alert for *Sub-Standard Morale* (SSM) among your fellow Troubleshooters. Here are some of the early warning signs of SSM: argumentativeness, a reluctance to volunteer, questioning the team leader, habitual frowning when you tell jokes, and a refusal to participate in group sing-a-longs.

As happiness officer you're authorized to give *Personality Stabilizer Drugs* (PSD) to any Troubleshooter who shows signs of SSM. You'll be given a variety of PSDs for dispensement. Failure to treat SSM is treason! Remember, laugh and the whole complex laughs with you, cry and you fry alone.

Equipment Guy

Congratulations, Troubleshooter! You have been selected as the bots, weapons, vehicles and sundry equipment, repair and maintenance officer (equipment guy). The Computer trusts you! Why else would you be responsible for every piece of mission equipment?

As equipment guy, you have many responsibilities. If your team comes across an Old Reckoning device, you are responsible for obtaining it and returning it to The Computer for analysis.

In addition, you must carry out *RSIs*, (Random Surprise Inspections) on a regular basis. Collect all weapons and equipment carried by your fellow Troubleshooters and check each one for signs of wear, misuse, and sabotage. If you find signs of sabotage or tampering, report it immediately to the loyalty officer, team leader, or directly to The Computer. You will be soundly rewarded for your efforts.

It is also your duty to see that *all* R&D devices assigned to the team are tested, that bots have their Asimov circuits checked regularly, and that all vehicles perform as intended.

Finally, you serve as team driver/pilot — except on those occasions where you feel it is necessary to appoint someone else to this task. Remember, if it's not broken, fix it!

