

PARANOIA™

Termination Quota Exceeded

Original *PARANOIA* design

DAN GELBER
GREG COSTIKYAN
ERIC GOLDBERG

New *PARANOIA* edition

ALLEN VARNEY
GARETH HANRAHAN

PARANOIA™

Termination Quota Exceeded

Credits & Contents

GARETH HANRAHAN

Writer/Scapegoat

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NICK ROBINSON

Editing /Drillbot

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CHRIS QUILLIAMS

Cover/Blueprints

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TONY EMSON & LEONEL DOMINGOS DA COSTA

Interior Illustrations/Treasonous Propaganda

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JOSEPH MCCANCE

Layout/Infrared drone

CHARLOTTE LAW

Proofreader/Intsec goon

DAN GELBER

GREG COSTIKYAN

ERIC GOLDBERG

Original game design & development/

Building committee

THE COMPUTER

Looking after your best interests

GARETH HANRAHAN, AARON ALLSTON, PAUL BADOWSKI, BETH FISCHI, EDEL RYDER, STEVE GILBERT, KEN ROLSTON, ERICK WUJCIK, R. ERIC REUSS

Additional Material/Co-Conspirators

Security Clearance *ULTRAVIOLET* **WARNING:**

Knowledge or possession of this information by any citizen of Security Clearance *VIOLET* or lower is treason punishable by a long spell of Armed Forces latrine scrubot maintenance duty.

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TERMINATION QUOTA EXCEEDED

1. Introduction

SECURITY CLEARANCE **BLUE**
– INTERNAL SECURITY ONLY.

Hello, Trooper.

Er, hi Friend Computer. What can I do for you?

I have a mission for you, Trooper.

Oh wow. Will be it exciting and challenging?

Undoubtedly. Also, I estimate a 97% lethality rate, with a margin of error of +/- 3%.

That sounds...well, are there any other missions I could go on.

One moment, please. Scanning mission roster...

Take your time, I'm quite happy here in Central, being alive.

Mission found! Would you like to be assigned to *Where's The Beef?*, where you will investigate the theft of certain biological items that may or may not be genetically engineered killing machines like the aliens out of *Alien*?

Is there anything else?

How about *The Survivor*, where a team of Troopers are hurled down a very, very deep shaft and end up in a bizarre underground town threatened by monsters?

I was thinking more of something in administration. You know something –

- Ah! Then you are assigned to *Termination Quota Exceeded*, a carnage-filled romp involving the elimination of dozens of

highly dangerous Commie Mutant Traitors.

...safer.

Safety is irrelevant, citizen. You are an elite Internal Security Trooper. You are happy in the face of danger. You are happy in the face of certain death. Law must be maintained. Order must be maintained.

I live to serve, O Computer.

According to my projections, it is far more likely you will die to serve, Trooper. Good luck!

Welcome to *Termination Quota Exceeded*, the first set of missions for the *INTSEC* game. These three missions will be mandatory bonus fun for your players, offering a selection of Commie Mutant Traitors to investigate, interrogate, ventilate and, ultimately, terminate. Enjoy!

2. Where's the Beef?

Mission Statement

Code [3]/Code [13] Location [MCD Supply]

Duty Officer: _____ - - _____ - _____

Details: Theft of CLASSIFIED material from MCD Supply. Retrieval of stolen material ultra-high priority. Investigate with caution. Further damage to CLASSIFIED material must be avoided at all costs. +++ FURTHER ADVISORY: Hygiene Regulation 43/c, *Cleanliness Minimums for Type 1-5, 7, 9-13 and 18-22 Footwear* is relaxed for the duration of this mission.

TEAMWORK ENHANCERS

	YES	NO	CLASSIFIED
Cortex Bomb(s)	<input type="checkbox"/>	<input type="checkbox"/>	<input checked="" type="checkbox"/>
Surveillance Chip(s)	<input type="checkbox"/>	<input type="checkbox"/>	<input checked="" type="checkbox"/>
MemoMax Recording(s)	<input checked="" type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>
Directive Chips(s)	<input checked="" type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>

SECTOR INDICES

HAPPINESS	[N/A] Minimum	[N/A] Current
LOYALTY	[N/A] Minimum	[N/A] Current
COMPLIANCE	[N/A] Minimum	[N/A] Current
SECURITY	[N/A] Minimum	[N/A] Current

PERFORMANCE QUOTAS

ARRESTS	[1] Minimum	[N/A] Maximum	<input checked="" type="checkbox"/> Team	<input type="checkbox"/> Individual
TERMINATION	[0] Minimum	[3] Maximum	<input checked="" type="checkbox"/> Team	<input type="checkbox"/> Individual
CLONE BUDGET	[3]		<input checked="" type="checkbox"/> Team	<input type="checkbox"/> Individual
TIME LIMIT	[0] days	[6] hours		[37] minutes

At lower Clearances, 'food' comes in quotation marks. It's an unholy mash of chemically treated yeast products and algae, reprocessed for maximal nutritional value and, again in quotation marks, 'taste'. It's 'yummy' and 'edible'.

Higher-Clearance citizens get real food like hydroponically grown fruit and vegetables... and meat. Chicken fillets. Pork products. Beefsteak, red and rare and dripping. So, where does this meat come from? Some poor-quality stuff is grown in the same cloning vats used for clones (guaranteed totally safe and no chance of weird hybridisation in the gene pool) and Outdoors expeditions sometimes return with 'biological samples' that end up on some INDIGO's dinner table.

Most meat, though, is produced in battery production lines within Alpha

Complex. MCD Supply grows cows. The animals are decanted from cloning vats like junior citizens, then placed into goo-stuffed sacs that provide all the nutrients needed. To ensure the meat is nice, tender and not too fatty, the cow is given a virtual reality environment to run around in.

Look, it's *The Matrix* for cows, ok?

Anyway, up until a few hours ago, MCD Supply Inventory Unit #14-31, aka Bessie the Cow, was roaming the virtual meadows with other virtual cows. She was then liberated by the Sierra Club who intended to return Bessie to the wild. Things get complicated after that for our bovine protagonist.

Adding to the confusion is the fact that few people in Alpha Complex:

- 👁 Know what a cow is, except in the vaguest terms.



- 👁 Have any idea how a cow behaves. A cow isn't a hairy bot...

Secret Society Missions

Give out these Secret Society missions at appropriate times, via encrypted electronic communication, mysterious messenger in the corridor, spy in the air vents or furtive twitchtalk.



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Anti-Mutant: We've heard that the Genetic Inspector Matthew-I's in the area. He's *dreamy* – get his autograph.

C.L.A.: There's a warbot moving through the transtubes nearby. It's equipped with the new XR-series MegaZap laser cannons. We want one.

Clone Arrangers: We're running low on supplies of the chemical Xanilthromaline, try and find some.

Computer Phreaks: Someone's running a pretty elaborate virtual-reality sim down near your current location. See what you can find out.

Death Leopard/PURGE/Wobblies: Here's a bomb. Use it.

Frankenstein Destroyers: There's an XR-7 warbot moving through your sector. If you can 'arrange' for an accident...

Free Enterprise: There's a rumour going around that the Sierra Club have found something really valuable. We're going to steal it off 'em; make sure IntSec don't interfere.

Illuminati: Retrieve the documents from courier Herman-Y. Ensure they are not damaged. Ensure they are not delivered. We will ensure you meet Herman-Y.

Old Guard/Program Group: The High Programmer wants you to secure Supply Inventory Unit #14-31.

Pro Tech: Here's an experimental biohazard detector. See if it works. (It doesn't and reports absolutely everything as a dangerous hazard).

Psion: We've heard that the Genetic Inspector Matthew-I is in the area. Eliminate him.

Sierra Club: We can't tell you everything now but we're about to do something

big. Contact Ruth-O in the TRD Cafeteria if you think you can help out.

The Directives Chip

If the Directives Chip is activated, take the Trooper fitted with the chip aside and read the following:

Your vision goes black and you can't hear anything for a few seconds. Then, a message plays inside your head. 'Good daycycle, trooper. This is a BLUE-Clearance emergency briefing describing the proper use of the MemoMax recording that your team has been issued. The MemoMax Recording contains the personality of a specialist trained in handling the item you have been sent to recover. This specialist is one of the first citizens of Alpha Complex and is not familiar with modern protocols and regulations. Ensure the specialist does not interact unnecessarily with other citizens. Terminate the MemoMax Recording as soon as the item is secure.'

The MemoMax Recording

If the MemoMax Recording chip is activated, take the Trooper fitted with the chip aside and read the following:

Suddenly, you're taken over by a new personality. Wow! All this sure is weird. You're Gary Hamilton. You were out working on the ranch when you heard on the tri-vid that there was some emergency or something. The Polity loaded everyone onto hover-trains and brought you to this big underground bunker 'for the duration of the crisis'. The last thing you remember is this big friendly computer who said it was gonna scan your brain or something... Gee, you do hope nothing bad happened to your cows while you were gone...

Gary Hamilton has Animal Tending 15 as a skill.

The Scene of the Crime Tension 12

Summary: The Troopers arrive at MCD Supply, to investigate the theft of Supply Inventory Unit #14-31. The staff are all terrified of being blamed for the theft and are pre-emptively blaming each other.

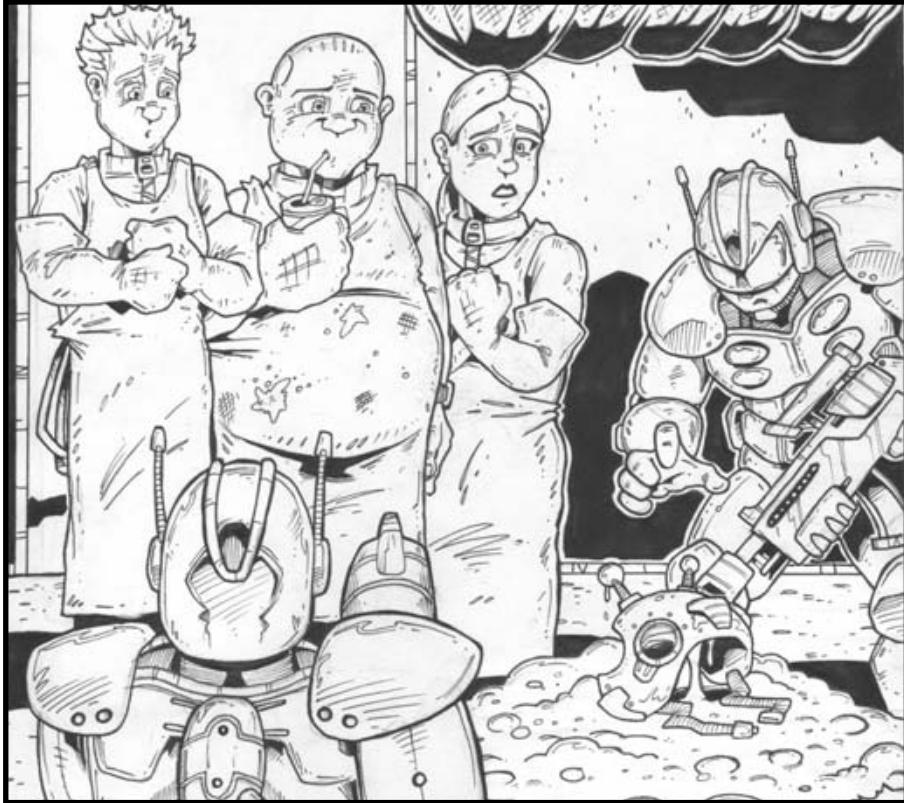
The Stench of Treachery (Or Cows)

MCD Supply's main operations centre is dominated by the Supply Inventory Racks that hang from the ceiling. These three-metre sacs are crammed with cow and goo. They pulse and throb in an eerie, organic way. A muffled moan sometimes emanates from within. Each sac has an INDIGO band around it, showing that the contents are INDIGO Clearance. Huge tanks of chemicals line the walls; the sacs are connected to the chemical tanks by long colour-coded tubes.

One of the sacs – #31 – has been lowered to the floor and cut open. A puddle of sticky goo mixed with cowpats is slowly spreading across the floor. The cows are fed a chemical sludge that, among other side effects, turns their cowpats a lurid shade of orange. Any Trooper who bothers to stick his hand or another probe into the goo will find a strangely-shaped helmet with Virtual Reality goggles and brain probes (Bessie's interface with the cow VR environment).

There's also a small office off to one side, for people who like pawing through documents and accountancy. Do your players want to bother with this? If they do, there's something wrong with them.

2. WHERE'S THE BEEF?



Don't worry, this sludge is not dangerous.

Y'know, for an INDIGO-level facility, the place really isn't what you'd expect. It's all RED-Clearance machinery, dripping goo and stinking chemicals.

It's important that the Troopers don't work out that MCD Supply Inventory Unit #14-31 is a cow at this stage in the mission (with luck, they'll wallow in their own ignorance until the very

end). Therefore, think '*genetically engineered military experiment gone wrong*' rather than '*cow farm*' when describing things to the players.

The Finger-Pointer Club

The Line Manager is **Phil-O-FSH**, who oversees the two RED technicians. Phil-O's terrified that he's going to be blamed for this whole debacle, so

he's eager to pin the blame on either Wendy-R or Burt-R. He's called his boss, Wally-I, who'll show up while the Troopers are present.

Playing Phil-O: He's panicking, sweating and stammering in a singularly guilty way. He also can't keep his story straight as he tries to blame either or both of his subordinates. He'll seize on anything the Troopers say as the absolute truth. He's got no idea what's in the sacs and it's more than his job's worth to ask. He won't let the Troopers tamper with the sacs under any circumstances.

Phil-O's story: '*It must be one of the staff, they're the only ones with the access codes. This facility is totally secure, oh yes, totally secure. I never trusted them, not even for a moment. I was just about to file an official informant's report, I've just been so busy with the shipments and the problems with the Xanilthromaline tank and you know how it is...*'

Wendy-R-IES is one of the two technicians working in MCD Supply. Her job consists of clambering around the hanging sacs unclogging tubes. She hates her job. Wendy's also a Free Enterprise member who's already informed her Secret Society contacts about the theft. They ordered her to throw the Troopers off the trail, if possible, so she's making up stuff about Commies. She's hidden her plasticid payment for the information in a pumphead (see page 6).

Name	Role	Group	Notable Skills	Mutant Power	Secret Society
Phil-O-FSH	Supervisor	PLC	Accusation 10	Corrosion 12	FCCCP
ORANGE laser pistol					
Wendy-R-IES	Technician	PLC	Concealment 12, Pyrokinesis 14	Energy Weapons 10	Free Enterprise
RED laser pistol, illegal slug pistol (W3K, AP)					
Burt-R-KNG	Technician	PLC	Demolition 12	Hyperspeed 10	Death Leopard
RED laser pistol, souvenir frag grenade, Death Leopard Propaganda					
Wally-I-MPY	Specialist	PLC	Intimidation 10	Telekinesis 8	Servants of Cthulhu
Neurowhip, INDIGO laser pistol.					



TERMINATION QUOTA EXCEEDED

Playing Wendy-R: *'Oh hell, look at this mess. Fluids everywhere and I'll never get the stench out of my uniform. Why, yes, officer, I'll be ever so happy to help you with your enquiries, just as soon as I stop the Xanilthromaline tube from spraying us all with toxic chemicals!'*

Wendy-R-IES's story: *'I arrived for work this morning and the door was already open. I didn't see Burt-R when I arrived but I thought I heard his voice saying something like 'Yes Comrade'. Then I noticed the missing Inventory Unit and informed Phil-O.'*

Burt-R-KNG is the other technician; he's a surly, grumpy, greasy thug who's been stuck in the same dead-end job for 20 years. He was a Death Leopard member in his younger days and has the scars and tattoos to prove it but these days he just watches videos and dreams of faded glories.

Playing Burt-R: Be as difficult as possible. Grunt in response to questions. You had a lot of run-ins with the Troopers when you were a young clone, so the BLUES don't scare you. You ain't got nothin' to live for, anyways.

Burt-R's story: *'I don't know nuthin'. I come in dis morningcycle and de door wuz already open. I ain't seen nothin', neither.'*

Wally-I-MPY: The final member of staff is MCD's senior supervisor and Supply Termination Technician, Wally-I. This facility is much too small to justify the full-time services of an INDIGO, so Wally-I splits his time between this and a dozen other similar production facilities. He's called in when one of the Supply Inventory Units needs to be terminated.

Wally-I shows up at exactly the least convenient time for the Troopers, ideally when they're manhandling his staff or tampering with the cow sacs.

Playing Wally-I: Play him as an old-fashioned Texas rancher who considers the Troopers to be unwanted Federal agents messing in his business. He'll absolutely refuse to reveal what's in the sacs, pointing out that it's classified INDIGO and therefore none of the Trooper's business. If they try to make trouble for him, he'll make twice as much for them by threatening to complain to the Commissioner.

Wally-I's Story: *'What in tarnation's going on here? Who are you boys? Where's mah Supply Inventory Unit?'*

None of the staff have any idea what really happened, so they're all blaming each other.

Roll Your Spot Hidden

Evidence: Activate the Forensic Scrubbot! The Forensic Scrubbot runs right into the middle of the pool of chemical sludge by the open sac. It drives around in the slime for a few moments, burbling happily to itself, then shorts out. Before its untimely death, it reports the presence of non-human DNA and potentially lethal toxic gases in the sludge.

Evidence: The Plasticreds: Any Trooper snooping around finds a few plasticreds scattered by a throbbing pump connected to one of the chemical tanks. The access lid of the pump is slightly ajar. Imply that there might be more plasticreds inside in the pump.

Unfortunately for the Trooper, there's a knack for opening the pump lid. Does the Trooper have the narrow Hardware Specialty *'opening the number four pump in MCD Supply without causing a catastrophe'*? If not (or if the Trooper fails the roll), he accidentally dislodges the loose tube. There's a gurgling noise, then a grinding noise, then the pump erupts in a high-pressure spray of toxic goop that covers everyone and everything nearby.

The plasticreds are either crammed into the pump or embedded in the wall or some poor clone's forehead. There are around 500 credits worth. Hey, finding cash! It's like D&D all over again. Someone check for secret doors. I'm a level 14 elf.

Evidence: Breaking & Entering: The main door to MCD was broken down by some considerable force. (The Sierra Clubbers drove a truckbot through it, then loaded the cow onto the back of the bot). The Supply Inventory Unit was then lowered from the ceiling and cut open with a knife.

Paranoid players will ask which side the door was broken from. Imply that its possible that something broke *out*.

The knife was abandoned at the scene of the crime. It's stamped PROPERTY OF CAFETERIA TRD/432. This is a clue. See *Stabby Stabby*, below.

Evidence: Security Camera Footage: If the Troopers think to check the security tapes, they discover that the only working security camera doesn't cover the entrance and the lens is filthy. Microphones picked up cries of *'freedom'* and *'back to nature'* and *'for the brotherhood'*. They see some fuzzy figures come in from off-screen, lower a sac to the ground and cut it open. Something *big* emerges from the sac, something that doesn't look like anything the Troopers have seen before but it's hard to tell with the poor image quality. Then, abruptly, the recording ends, replaced by a warning that the remainder of this data is classified INDIGO.

Clue: Stabby Stabby! Hey, this knife points to a cafeteria! Maybe we should check that out! TRD/432 indicates that it's from a specific cafeteria in nearby TRD Sector.

2. WHERE'S THE BEEF?

Clue: Follow That Transbot: Contacting Traffic Control or consulting security camera footage (both requiring an Access roll or Secret Society intercession) shows that a transbot assigned to TRD Sector Catering was spotted near MCD supply.

Clue: Trail of Toxic Waste: If all that fails, searching the corridor outside reveals several streaky traces of bright orange toxic waste (cow droppings) that dripped from the fleeing transbot. The Troopers can follow this trail towards the TRD Sector transtube.

Get Those Supply Inventory Unit Rustlers!

As the Troopers are leaving MCD Supply, they're contacted by Central, who transfers a call from Monty-I. This INDIGO citizen introduces himself as one of the staff members of a High Programmer and says that the High Programmer wishes to impress on the Troopers the importance of securing Supply Inventory Unit 14-31. As soon as the item is secured, the Troopers are to bring it directly to Monty-I.

In fact, Monty-I is the High Programmer's chef and Bessie is the dish of the day. If the Troopers stall, then have Monty-I contact again and again, sounding increasingly angry each time.

Food Fight

Summary: The cafeteria turns out to be the lair of a bunch of Sierra Club traitors. The stolen cow was hidden in a tunnel under the cafeteria – but it's gone now.

The Potted Plants of Subversion Tension 5

TRD Sector Cafeteria, #432 is one of the dozens of low-Clearance (ORANGE and below) food courts. It's packed full of INFRAREDs queuing at the FunFood troughs and vending machines. Monitors and security cameras hang from the ceiling; the monitors cycle through messages like 'THANK THE COMPUTER FOR YOUR MEAL' or 'CONFORMITY IS JOY' or 'REPORT ALL SUSPICIOUS BEHAVIOUR IMMEDIATELY'. There's a din of conversation but it's the same four or five conversations repeated endlessly, revolving around a few 'safe' topics like how much fun work is or the events of last night's Teela-O show, as discussing something treasonous gets you reported.

The din of conversation ceases as soon as the Troopers arrive. It's like walking into a Western saloon, only you're a tank.

The cafeteria is a haunt for the Sierra Club Secret Society. Any character with the Sierra Club Propaganda skill may make a roll to spot hidden symbols of the society, like little tree outlines scratched into the tables or suspicious sprigs of greenery in the corners. There are also a few other bits of treasonous contraband hidden around the cafeteria. We'll get to those in a second. Be patient.

The Tunnels Below: The transbot that carried Bessie away from MCD Supply is now in the storage vaults and tunnels underneath the cafeteria. There's a tunnel that leads to the local transtube, tanks of Hot Fun, saturated yeast and B3 and hundreds of crates of sporks.



Bessie's being kept here, surrounded by half-a-dozen nervous Sierra Clubbers who are trying to commune with the cow. Their attempts at reaching a harmonious understanding with this avatar of the wilderness have, so far, proved less than enlightening.

Cafeteria Supervisor Ruth-O-DNR:

The Cafeteria's supervisor is... Ruth-O-DNR, as you may have guessed from the bold text at the start of this paragraph. She's a Sierra Club troop leader and likes nothing more than tramping up mountains and through forests with a pack of young recruits. Some of these recruits never come back; the wilderness is a dangerous place. The other Sierra Clubbers are terrified of her either because she's so enthusiastic about hiking, or because they're survivors of other DNR party expeditions.

Anyway, as soon as the Troopers show up, Ruth-O zooms over to intercept them. She'll try to hustle them out into the corridor, or into her office, or off on a tour of the bathrooms, or *anywhere* other than this treasonous cafeteria and the tunnels below. *'Heeeellooo Troopers. Ja, it is good to see you here in the cafeteria! Very good! Makes happy! How are ve helpink you today? Can ve be gettink you CoffeeLyke and snacks? Yes? I serve you in office, not with stinky INFRARED proles! Phew!'**

*: She's got the Dodgy Germanic Accent mutation.



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My Keen Trooper Senses Are Tingling

Up until a microsecond after the Troopers walked into the cafeteria, there were potted plants on the tables, scurrilous Sierra Club literature being passed from hand to hand, posters on the walls and lots of other treasonous activity. Now that the Troopers are here, the Sierra Clubbers are hiding all of that stuff. They're also hiding quite a few guns.

Imagine the cafeteria as a class of rambunctious kids and the Troopers are the teachers who just walked in unexpectedly. Whenever the Troopers' backs are turned, the Sierra Clubbers pass their treasonous contraband off to another traitor. Out of the corner of their eyes, the Troopers keep spotting surreptitious movement and sneaking traitors.

Raise the players' paranoia as much as possible. Hint that something's *lurking* in the cafeteria. Ideally, they'll begin to realise that *everyone* in the room is an armed and dangerous traitor.

Ruth-O will try to distract or explain away any traitorous material that the Troopers uncover. Roll on the Lurking Treason Table if the Troopers investigate.

Lurking Treason

Roll	Item	Ruth-O's Transparently False Explanation
1-4	Potted Plant	<i>Is... dietary supplement. New FunFood. You eat, yumyum.</i>
5-8	Cockroach in a matchbox	<i>Look! Heroic citizen has trapped... strange thing. Vot is it, Mr Trooper?</i>
9-12	Sierra Club leaflet	<i>Is napkin. Misprinted napkin.</i>
13-16	Hiking trail map	<i>Is map to bathroom. Bathroom is far away, hard to find.</i>
17-20	Laser pistol	<i>Is... is... oh, vatslime! GET ZEM!</i>

Things Blow Up

Meanwhile, the Free Enterprise goons alerted by Wendy-R-IES arrive in the tunnels under the cafeteria to steal the cow. They're heavily armed; the Sierra Club cow guards are also heavily armed. They start blasting each other right underneath the Troopers' feet.

Ruth-O tries to cover up any suspicious noises from below as best she can but as soon as the firefight breaks out in earnest, then she'll give up and just start shooting. The most likely outcome of all this is that the Troopers hear the explosions below, draw their cone rifles and start shooting, which means that everyone else starts shooting or running too. Most of the Sierra Club traitors will flee the cafeteria with their traitorous contraband but the more blood-thirsty ones will hang around to zap the Troopers.

After a round or two of combat, one of the Free Enterprisers down below accidentally hits the big tank of Bouncy Bubble Beverage with a laser rifle blast. The huge tank reacts like, well, 100,000 cans of shaken B3. It starts fizzing, then a fountain of violently foaming Bouncy Bubble Beverage surges up, blasting a huge hole in the floor of the cafeteria and drenching everyone and everything in churning sticky syrup (S3D Bio damage, by the way). Floor tiles rise like little rafts and sail away on seething B3 rapids, tables slide down the collapsing floor and smash into the tunnels below, the Free Enterprisers assume that they're under attack by the IntSec Troopers and start firing both at the PCs and the Sierra Club defenders.

Hurrah for chaos, confusion and crossfire.

Name	Role	Group	Notable Skills	Mutant Power	Secret Society
Ruth-O	Cafeteria Manager	PLC	Chutzpah 13, Violence 12	Adrenaline Control 15	Sierra Club
She's armed with an extensible hiking stick (S3K damage)					
Average Sierra Clubber	Lunchtime diner/nature fan	Varies	Concealment 10	Varies	Sierra Club
Improvised weapons or illegal laser pistols					
Cow Liberator	Sierra Club elite guard	Varies	Violence 14	Infravision 10 or Energy Field 10	Sierra Club
They've got Kevlar (I3) and slug rifles (W3K, AP, Spray).					
Free Enterprise Goon	Rustler	Varies	Violence 14	Empathic Liar 10 or Free Enterprise Hypersenses 10	
Here to steal the cow. They've got laser rifles and pin-stripe Kevlar.					

2. WHERE'S THE BEEF?

The Inquisitor Cometh

Tension 6

Summary: The escaped cow disrupts the transtube and is mistaken for a mutant.

Cow on the Transtube

In the confusion, Bessie the Cow wanders out the tunnel. Perhaps she's got some bovine form of the Uncanny Luck mutation, as she glides through the crossfire with nary a scratch. Down the tunnel she goes, then out across the transtube. AutoCars swerve to dodge the rogue cow, resulting in a cataclysmic pile-up. More things explode. The Troopers are probably still shooting traitors back in the cafeteria, so Central Communications get to give them the good news.

'Troopers! Code 15! Code 15! Major traffic incident in progress! Respond immediately to Transtube TRD/32-1A!' The fastest way to get to the transtube is to head into the lower level of the cafeteria and then follow Bessie down the tunnel, dodging the luminous orange cowpats and the Free Enterprise goons. The Troopers arrive at a huge multi-vehicle pile-up.

More Than A Fender-Bender

There are dozens of vehicles involved in this particular multi-bot collision but there are four of special importance. By 'special importance', we mean 'likely to explode'. These are the four vehicles who can't be easily moved and are blocking the transtube.

Xanilthromaline Delivery: This is a big truckbot hauling canisters of semi-toxic chemicals. The canisters are, of course, cracked and leaking. Xanilthromaline fumes cause hallucinations and hair loss, by the way. The sooner the Xanilthromaline truckbot is hauled out of the way, the better.

Warbot XR-7: This big warbot was en route to Outdoors when it crashed. XR-7 is absolutely convinced that Alpha Complex is doomed to Commie conquest without its firepower and that every second it spends trapped in this transtube brings catastrophe closer. Anyone not helping free it from the wreckage must be a Commie saboteur. The bot's massive armoured treads are clogged with wreckage.

ZipFast Courier: This is a super-fast little dart-car that's now embedded nose-first in the wall. The slightly stunned driver, Herman-Y, is shrieking and sobbing – he was bringing an ultra-high-priority VIOLET message that's so secret it must be hand-delivered and ZipFast's slogan is *'if your message is late, you get to terminate our courier'*. It's impossible to get the documents (and the courier, for that matter) out of the crashed vehicle.

Terry the Transbot: This transbot is packed with commuter citizens. The transbot's door was damaged in the crash, trapping everyone inside. There were no serious injuries but the bot's stunned and confused. All the citizens are jabbering about a 'mutant monster' that attacked the transbot. For added fun, there's a HPD&MC news team on the transbot, who failed to film the 'mutant monster' but are

getting great shots of the Troopers standing around being indecisive. (Video making the Troopers look bad will never be officially broadcast, of course; it'll just be used by HPD&MC as leverage over IntSec).

So, which accident do the Troopers attend to first and how?

Make Way Not War

As they're picking their way through the wreckage, they get an alert from Central. *'Attention all Troopers in TRD Sector. Code 37! Code 37! Major Mutant Threat detected! Genetic Inspector Matthew-I now en route. All units are to render all assistance to the Genetic Inspector.'*

The Troopers have heard of the Genetic Inspector before – one of Alpha Complex's premier mutant hunters. Genetic Inspectors are permitted to take samples of any citizen's DNA and then incinerate them on the spot with a handy hand flamer.

A moment later, the Troopers get another message. *'The Genetic Inspector is approaching your location to locate the mutant threat. Ensure that there is a clear path through transtube TRD/32-1A.'* Down the tube, the Troopers hear the wail of fast-approaching sirens.

The Troopers need to either get the warbot moving again, or remove two of the other vehicles from the tube. Unless the players can channel *McGuyver* on demand, then 'remove' is going to be a synonym for 'blow to pieces'. The warbot will gladly provide firepower on request.



TERMINATION QUOTA EXCEEDED

If the Troopers manage to get the tube clear, then Matthew-I and his entourage zoom past in lurid INDIGO cars with lots of guns, sirens, flashing lights and Chaos Spiky Bits*.

If they *don't* manage to clear the tube in time, then Matthew-I & co have to stop and get out and walk.

Matthew-I doesn't like to walk. His ceremonial giant pointy hat** tends to fall off when he walks. His ceremonial armoured robes are heavy when he walks. Most of all, his vast array of torture devices, genetic testing pokers and assault weapons get in the way when he walks. Did the Troopers just make him walk? Did they not understand their instructions to clear the tunnel, or are they too *mutant* to obey? There's a dangerous mutant monster running around – are they in *league* with it? Mutants can change their shape – maybe one of *them* is the mutant...

Play Matthew-I as exactly what he is – a psychotic witch hunter who likes burning mutants. He's accompanied by a half-dozen BLUE Troopers who are all fanatically loyal to their crazy overlord. Technically, Matthew-I is an IntSec agent on 'detached duty', which translates as 'he's such a scary lunatic that we just get out of his way and hope he doesn't fry too many people.'



Mutant !!!!!

Inspector has secured the mutant. All Troopers proceed immediately to TRD Sector Corridor 543 to provide crowd control.'

The scene – at one end of the corridor is a hastily-erected stage made from toppled vending machines. The Genetic Inspector stands atop it, a flamer in one hand and a gigaphone in the other. 'PURE CITIZENS', he roars, 'I HAVE FOUND THE DEVIANT!!! THE GENETIC TRAITOR!!! THIS MONSTER WILL, IN ACCORDANCE WITH THE COMPUTER'S REGULATIONS, BE GIVEN A FAIR TRIAL... BEFORE ITS EXECUTION!'

The corridor's thronged with citizens

who cheer loudly at the appropriate moments – partly because they're conditioned to respond but mainly because of Matthew-I's thugs will punish anyone not sufficiently enthusiastic.

'BRING OUT THE GENETIC TRAITOR!' booms Matthew-I.

And Bessie the cow is revealed to the crowd – and the Troopers – for the first time.

If the players have not worked out that Bessie is Supply Inventory Unit #14-31 yet, then she obligingly provides a large, steaming bright orange clue on

Traitor BBQ

Tension 5

Summary: The Witch Hun – er, Genetic Inspector Matthew-I has captured Bessie the Cow. The Troopers must either rescue the cow or plead for its innocence.

'Attention all Troopers. The Genetic

*: Chaos Spiky Bits are copyright a certain large and scary games company***, who totally didn't nick them off Moorcock in the first place or anything, nooooo....

***: Ceremonial giant pointy hats are copyright the Catholic Church.

***: We might be making this bit up.

2. WHERE'S THE BEEF?

the Genetic Inspector's pointy INDIGO boots.

Trial of the Century

The Genetic Inspector proceeds to question Bessie. At the end of his questioning, he'll blast Bessie with his flamer unless the Troopers intervene. If the Troopers intend to secure the Supply Inventory Unit before Bessie becomes well-done steak, they'll need to either defend Bessie against Matthew-I's accusations or else distract the Genetic Inspector and his cohort.

The Inspector's Questions:

- ☞ 'Now, mutant freak, you will answer for your genetic crimes! Do you wish to throw yourself on the mercy of Our Friend, The Computer?'
- ☞ 'Do you admit your membership of the traitorous Psion Secret Society?'
- ☞ 'You do not speak. Therefore, you must be using psychic powers to communicate with your treasonous conspirators!'
- ☞ 'You are accused of deliberately sabotaging traffic on the transtube! How do you plead?'
- ☞ 'You are accused to attacking and destroying a cafeteria in TRD Sector!

How do you plead?'

- ☞ 'What is this orange foulness that you wilfully secrete? Is it part of some scheme to mutate us all?'

If you run out of questions, then the Genetic Inspector will haul random volunteers out of the crowd, who will then blame the cow for their ills ('the mutant made me help the Commies/the mutant put sedition in my brain/the mutant turned me into a newt').

Reasoning with Matthew-I: Any attempt to engage the lunatic in reasoned discourse results in accusations that the Trooper is in league with the mutant. If you're not a slaving fanatic chanting for *auto-da-fe*, then you're against him.

The Guards: are slaving fanatics chanting for *auto-da-fe* but are also paranoid thugs convinced that mutant assassins are lurking in every corner. They'll blast any Troopers who act in a threatening fashion towards Matthew-I.

Calling Central: Central re-iterates that the Troopers' assignment is to retrieve the items stolen from MCD Supply as quickly as possible. Stop getting in the way of the Genetic Inspector and do

your jobs, vatslimes!

Wrapping Up

If they fail to secure the cow, then Monty-I will be extremely displeased and will make his displeasure known to Central in the strongest possible terms (5 Treason Points each).

If they reveal the origin of the 'mutant' to the Genetic Inspector, then Matthew-I still needs a scapegoat – he's whipped the crowd up into a frenzy and they want to see *something* burn. If he turns around and says 'actually, faithful citizens, this thing isn't a mutant monster at all, it's what high Clearance citizens eat' then he'll get torn apart by his own followers. Matthew-I needs a mutie to torch. Any volunteers?

If the Troopers manage to secure the cow successfully and deliver it to Monty-I, then they're rewarded the next weekcycle when a courier delivers a box containing several well-cooked steaks to Central...

Name	Role	Notable Skills	Mutant Power	Secret Society
Matthew-I	Genetic Inspector	Interrogation 18, Intimidation 18, Violence 15	Detect Mutant Power 10	Anti-Mutant
Flamer, Ceremonial Robes (Armour 3)				
Genetic Acolytes	Wild Eyed Thugs	Intimidation 15, Violence 13	Whatever it is, they're not going to use it	Anti-Mutant
BLUE Lasers (W3K), Robes (Armour 3)				
Bessie	Cow	Being a Cow 20	It's a cow	Cowmunism



TERMINATION QUOTA EXCEEDED

3. The Survivor

Stay Alert!

Alpha Complex is a state of mind, not a real place. It is as small or large as we need it to be. In this mission, Alpha Complex is vast indeed, a Gormenghast of concrete and steel so huge that

whole sections can fall between the cracks and be forgotten. *The Survivor* drops the Player Characters into an isolated community that's been lost for centuries below Alpha Complex.

Trust No-One!

At least, that's how it appears? Part of the state of mind that is Alpha Complex is never knowing what's going on. This lost community is not what it seems. Someone's always pulling strings, there's always another trapdoor.



3. THE SURVIVOR

Keep Your Laser Handy!

Well, if the worst comes to the worst, you can always shoot people.

Note: Resemblances between this mission and a certain wonderful piece of surreal television from the 60s are purely intentional. However, The Town is not The Village and the Survivor isn't *The Prisoner*. Don't consciously play up the similarities and punish any player who assumes that acting like Patrick McGoochan is the best approach to this mission.

The Town Guide

As a courtesy to you, honoured Gamesmaster, we Famous Game Designers will now throw you down the very deep shaft that leads to the Town. With luck, you'll survive the fall and then you'll be able to describe the experience to your players with undeniable verisimilitude.

What? You don't want to be thrown down a deep shaft? What happened to sacrifices for your art? Feh. Fine, we'll just describe it then.

The Town is located in a huge concrete chamber deep beneath Alpha Complex. The chamber may previously have been used for storing vast amounts of waste water or something; there are all sorts of baffles, piers and exciting stains on the floor and walls. There's still a lake several dozen metres deep of stagnant water at the bottom of the tank. No-one knows how big the tank is.

The town itself is a small collection of a few dozen structures on the shore of this lake. The buildings are constructed

out of whatever materials could be salvaged from the surrounding tank – concrete blocks, scrap metal, dried fungus and plastics – but they're all several decades old and moderately well maintained. It's not exactly luxury accommodation but it's no worse than an INFRARED barracks. There's no running water in the buildings; heat and light are provided by guttering gas lamps. The gas comes from a pipe. Don't ask where the pipe goes – it's an article of faith that there'll always be gas coming out of the pipe. There's no electronics or real industry, so the level of technology is pretty primitive. The best weapon is a pointy stick.

So, what does a young clone do in The Town on a Fivesday night? The same thing he goes every day – gather semi-edible fungi from the shores of the lake. Be careful not to go too far from the lights of The Town, though. The gas lamps are the only source of illumination in the whole tank. Oh, you can dry out some mushroom stalks and make them into a crude torch and then set off along the lakeshore but your torch will run out and die before you reach a corner and then the Grues will get you. No-one's really sure what the Grues are but everyone agrees that they're out there and that they like to eat people. The Grues fear the light, so the wise Council keeps the gas lamps burning all the time to hold the monsters back.

1. **The Lake**
2. **Splashdown for the Troopers**
3. **The Mushroom Farms**
4. **Gas Lamps**
5. **Watchtowers**
6. **Townfolk Houses**
7. **Nightsoil Pit**

8. **Gregg's Mushrooms**
9. **Engadine's Emporium**
10. **Town Square**
11. **Town Hall**
12. **Gas Pumping Station**

1. The Lake. A big, mostly stagnant, cesspool.

2. Splashdown for the Troopers

3. The Mushroom Farms. A vast forest of semi-edible mushrooms. It could be an Alpha Complex hydroponics bay gone wild.

4. Gas Lamps. A ring of iron lamp-posts.

5. Watchtowers. These watchtowers are just wooden platforms on 20-foot stilts. There's a single ladder going up to the platform.

6. Townfolk Houses. The townfolk live here, normally two or three to a house. The Troopers start off in a large guest-house just off the town square.

7. Nightsoil Pit. Hey, mushrooms gotta eat too. All the town's nightsoil is gathered here and spread on the mushrooms.

8. Gregg's Mushrooms: The best damn mushroom-related restaurant you're ever likely to visit. There's a cult temple round the back.

9. Engadine's Emporium: The Town's general store. The Emporium sells all manner of tools, kitchenware, clothing and other necessities. Most are manufactured by Townfolk but Madame Engadine does sometimes sell items salvaged from Alpha Complex.

Coin & Commerce

Bizarrely, the Town mints its own currency despite having only a few hundred inhabitants, no-one to trade with and no real industry other than subsistence mushroom farming, scavenging and running away from Grues. The largest coin minted is the Half-Groat, which is worth six Twelfthgroats, 12 Shillings, 60 Tuppences or 240 Ha'pennies. Mushroom gatherers are paid one ha'penny per day. All coins have the Mayor's face in profile on one side (he's got a pop-up moustache on the Twelfthgroat piece) and 'WATCH OUT FOR GRUES' on the other.

The Law

The only real law in The Town is the word of the Council. Any crimes (theft, murder, annoying the Council) is punished by exile into the darkness and a swift Grue-some death. The Watchers are expected to enforce the Council's dictates; if the watchers refused, then the Council would cut off the gas supply.



TERMINATION QUOTA EXCEEDED

10. Town Square: It's a square and it's in the Town. There's a large clock in the centre of the square that's the only working timepiece in the whole place. There's no day or night in the Town, so the slowly turning hands of the clock are the only way to track the passage of time. Sometimes, to conserve gas supplies, the Council does declare 'night' and turns off all but essential gas lamps for a few hours. During the 'night', watchers with lanterns patrol the streets and the Townsfolk huddle around candles and hide indoors.

11. Town Hall: The most impressive building in Town; home of the Council. It looks vaguely like something Victorian; lots of brickwork and shuttered windows.

12. Gas Pumping Station: Located at the back of the Town Hall, this is an incestuous tangle of pipes and pumps that defies all logic. The gas ultimately comes from a suspiciously modern-looking pipe with a Tech Services sticker on it.

Non-Player Characters

Almost all the inhabitants of The Town were born here in the disgusting Old-Reckoning fashion. A small few are former Alpha Complex citizens who arrived the same way the Troopers did but they've all gone native.

Townsfolk: Wake up, spend your day hacking at mushrooms or maintaining The Town and worrying about Grues. Serve the Council. Newcomers to The Town join the Townsfolk when they first arrive.

All the Townsfolk are pale, even by Alpha Complex standards, with bulging eyes. They all smell strongly of fish and fungi.

- ☉ **Albert:** One of the oldest Townsfolk, Albert's a crotchety old man who spreads stories about the Grues and how ghastly and awful they are. He's lived in the Town his whole life.
- ☉ **Gregg:** A short balding fellow, Gregg's life and soul is the mushroom. He's the best mushroom chef in Town, capable of turning a handful of fungi into a plate of mushrooms garnished with mushrooms in mushroom sauce. Secretly, he

worships the mushrooms as tiny white-capped gods.

- ☉ **Vance-G:** The other survivor. A despicable Commie Mutant Traitor at the top of the shaft but just another Townsfolk by the time he hits the bottom. Vance-G was an R&D technician accused of stealing experimental equipment. He's also a Pro Tech agent.

Watchers: Walk around with a lantern keeping the gas lamps burning. (Yes, there are occasional unfortunate gas lamp/burning wick interactions). Keep the Townsfolk in line, watch out for Grues.

- ☉ **Nadia:** A young Watcher who welcomes newcomers and guides them around the town. Charming and personable despite her slightly Russian accent.
- ☉ **Patrick-Y:** This older clone came to The Town from Alpha Complex. He's dressed in a tattered YELLOW Tech Services jumpsuit but moves with the practised confidence of a veteran IntSec agent. Anyone who tries to disrupt the peace of the Town will have to answer to Patrick-Y. If questioned, Patrick-Y is unwilling to talk about his life back in Alpha Complex, saying that he's put it all behind him. He claims to have arrived much the same way the Troopers did – he was working on the tubes in the depths of Alpha Complex when he fell through a hatch and ended up in the Lake.

The Council: The three elders of the Town. The Council lives in the Town Hall, which just happens to also be the gas pumping station. They're putatively in charge of the Town. Anyone who breaks the laws of the Town is judged by the Council.

- ☉ **Mayor Humphrey:** An elderly and eccentric man with an elderly and eccentric moustache, the Mayor wears a ceremonial chain of office and an ego the size of Jupiter. Mayor Humphrey suffers – or pretends to suffer – from senile dementia and is easily confused.
- ☉ **Madame Engadine:** The arbiter of fashion and society in The Town. Admittedly, that's not saying much, given that 'fashion' is mostly 'rags, old boiler suits and tanned

mushroom bits' and 'society' is 'well, maybe you can have a cup of tea before you get eaten by the Grues.' Play Madame Engadine as a nutty old socialite whose clinging to the wreckage of a vanished society; she'd have been drinking High Tea as the *Titanic* went down.

- ☉ **The Engineer:** A never-seen *eminence grise* within the pipes and dripping oil of the gas pumping house, the Engineer keeps the lights on and the Grues away. The Engineer effectively has veto power over the whole Town. Whenever anything's proposed that the Council disapproves of, all they need to say is '*the Engineer wouldn't like that*' and the matter is dropped lest the Lights Go Out.

The Truth Behind The Town

So, what's really going on in The Town? Either roll on the Awful Truth table, or pick one of the options.

Hot Pursuit Tension 3

Read the following to the players: '*It's a boring day in Transtube 16. You're all packed into one SecuriCar, checking the Vehicle Operation Permits of passing transbots. Your car smells of spilled CoffeeLyke and armour sweat. Worse, there's nothing good on tv. Oh, yeah, who's sitting where?*'

Let the Troopers argue about who's in the driver's seat, who's in the passenger seat and who's crammed into the back seat. Then:

'Attention, all Troopers. Traitor alert! Suspect VANCE-G-CGL-4 seen operating a GREEN autocar, moving through Transtube 43 approaching junction with Transtube 16. Suspect must be apprehended for further questioning! All vehicles, respond.'

A GREEN vehicle zooms past the Troopers' autocar straight down the BLUE lane at speeds in excess of Mach 2. It's Vance-G. Chase scene time!

3. THE SURVIVOR

The Awful Truth Table

Roll	Awful Truth	Who Knows About It?	Signs of The Truth	The Grues	What Happens?
1-4	Option 1: The Town is an Internal Security loyalty test. The Troopers were brought here to test their commitment to Alpha Complex.	Everyone except the Troopers	It's all a bit too convenient.	Killer bots	The Troopers are encouraged not to try to make contact with Alpha Complex. If they accept the status quo, they're traitors.
5-8	Option 2: The Town is being run as a covert interrogation system. Traitors are permitted to 'escape' to The Town, where agents slowly win their trust and convince them to reveal their secrets now that they're out of Alpha Complex. Once the traitor confesses, he's taken by the Grues.	Everyone except the Troopers	Recording devices are hidden everywhere. Some buildings in The Town contain Alpha Complex-style monitoring stations.	IntSec goons	Initially, it's assumed that the Troopers are Commie spies to be interrogated. When The Town is informed they're not supposed to be here, the trick is removing them without disrupting the system.
9-12	Option 3: The Town is an ongoing psychological experiment. The 'Grues' don't exist - the sole purpose of the community is to test the effects of having an external enemy like the Communists.	The Council and Patrick-Y	The whole place is artificially maintained by Alpha Complex; there are recording devices everywhere.	Don't exist	Nadia believes the Grues are trying to infiltrate the town and may have subverted the Council.
13-16	Option 4: The Town is being secretly filmed by HPD&MC as a reality tv show for high Clearance citizens.	The Council	The hidden cameras in the darkness	Special Effects	Nadia believes the Grues are trying to infiltrate the town and may have subverted the Council.
17-20	Option 5: The Town is, indeed, a community outside of Alpha Complex. The Council maintain the myth of the grues to keep people from exploring too much.	No-one	None	Don't exist	The Troopers ruin everything.

Feel free to throw a few obstacles in the Troopers' path as they give chase. If Troopers want to try rolling down the windows and lobbing a few cone rifle shells, let them but they won't be able to take out Vance-G's autocar. (Assume that Vance-G's a super-skilled driver who can dodge cone rifle shells).

When you get tired of Dramatic Action, read the following:
'Vance-G's autocar takes a sudden sharp turn down a narrow service tube. You've no choice but to follow him in. The tube twists and turns like an INFRARED's

bowels after eating a double helping of Hot Fun. You catch glimpses of rusting pipes and huge industrial machinery out in the darkness as you speed past. Wheee!

The suspect's autocar swerves left, then right, then... vanishes.

You lose sight of it for a second but there it is again now, just ahead of you. Down the steep shaft. The steep shaft that he is, in fact, falling down. Just like you. Aaaaaaaagh, you're falling!





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Communication

All the Troopers' communications devices were destroyed in the autocar crash. If they manage to repair one, then they discover that either radio signals can't escape the tank or else they manage to pick up on secret transmissions from Alpha Complex agents in The Town.

Clones

If a Trooper actually manages to get killed (probably by a Grue), then his replacement clone is delivered to his last known location: the top of the shaft. Read the following to the newly dedeceased:

Oh boy! You wake up in your new clone body and you feel better than ever. Looking around, you find you're in the back of a transbot. 'We'll have you re-united with the rest of your team in two minutes, trooper! Would you like a happiness pill while you wait?' says the bot. You hear the transbot rattle down a series of narrow tunnels. 'Hmm...' muses the bot, 'they should be around here somewhere according to this delivery ordAAAAAAAAAAAAAAAAAAAAAAAAAAGH!!!'

Splash.

'Error! Error! Bzzztclunkzeep. Abashed refers to design that must be Drifted in order to play because incompatible priorities are present among different parts of the rules. It's different from Incoherent design in that such Drift is easy and minor. Technically, an Abashed game is already at least two modes...'

Hey, it looks like this transbot isn't watertight. What are you doing?

The Troopers are the only people in Town with clones... at least, as far as they know. Depending on the Awful Truth, some or even everyone else in Town will be replaced by clones in the event of termination.

Secret Society Missions

Secret Society Missions don't play a major part in this mission, as the Troopers are cut off from their societies. That said, there are a few societies who would be very interested to know about The Town, especially the Movement.

Mutant Powers

The main problematic powers in this mission are **Teleport** (*'I just bamf back to Central!'*) and to a lesser extent, **Levitation** and **Desolidity**. You can deal with Teleport easily enough by dropping the Trooper somewhere that's even more dangerous than The Town until he gets the message. Desolidity won't really help, as the tank walls are really really thick and hard to climb in intangible form. Finally, levitating up the shaft without a light source means you're grue chow and with a light means you're target practise for anyone in The Town with a ranged weapon.

The Troopers' autocar plummets down the shaft for some time. Long enough for the Troopers to scream and panic and maybe even shoot at each other or try an absurd escape method. Then there's a titanic SPLOOOOSH as the autocar bellyflops into the lake.

That Sinking Feeling

Read the following to the players:
'Situation update. You stopped falling and are now officially sinking into some dark, dark liquid. Water – or whatever's out there – just got into the car's bot brain. 'Conflict resolution:' it shrieks insanely, 'A Technique in which the mechanisms of play focus on conflicts of interest, rather than on the component tasks within that conflict. When using this Technique, inanimate

objects are conceived to have interests at odds with the character, if necessary. Contrast with Task resolution.' Murky blackness engulfs the car as you sink. What're you doing?

Make it clear that anyone staying in the sinking autocar is going to drown in short order. Present the Troopers with Handout #1, the Equipment list (see page 24). Each Trooper can try to grab as much stuff as they want from that list but every item they choose makes it harder to swim to the surface. Getting to the surface without injury requires a Violence roll (anyone take Swimming as a Specialty? Didn't think so). Apply a penalty – say, –2 per item, or –4 for really big stuff, including armour – to the roll for equipment

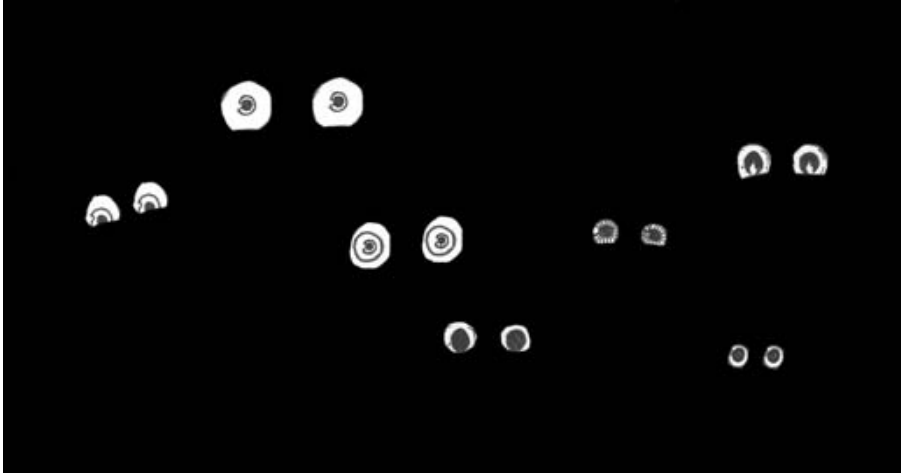
carried. Any Troopers who fail the Swimming roll are Snafued at least and may even be Downed for the rest of the scene.

Swim For It

You swim blindly up through the pitch-black brackish water until you breach the surface. You can see nothing except the flickering lights of the autocar six fathoms deep below and some weird lamps off in the distance. Near the lamps, you see smaller bobbing lights which seem to be waving at you.

In the absence of any other options and in the definite presence of impending hypothermia, you paddle towards the waving lights. As you approach the shore, several figures become visible

3. THE SURVIVOR



Beware of the Grues !

in the gloom. They're carrying burning lanterns and aren't wearing standard uniforms – that, or they made sort of brown-grey a Clearance without telling you. Whoever they are, they don't appear immediately hostile, which is good as none of you are in any shape to fight.

As you stumble out of the water onto the concrete shore, one of them reaches out a hand to help you. 'You can't rest yet' she says, 'our lanterns won't last long. We've got to get back to the Town before the grues get us!'

The Troopers' new friend is Nadia, one of the village Watchers. She'll insist on deferring explanations until they're back in the safety of the Town.

Oh, remember all that gear the Troopers salvaged from the autocar? Well, that nasty brackish water got into everything and ruined anything electronic or fragile. That means that any electronic gizmos like helmet communicators or PDCs are broken as are any weapons more complicated than a truncheon. If you're feeling remarkably generous, then the Troopers *might* be able to effect some repairs when they get to The Town (assuming that they retrieved a suitable toolkit from the autocar and the player is in your good books).

Welcome To The Town

Tension 0 (unless you're going with Options 2, 3, or 4 in which case it's Tension 15)

The strangers lead you across a concrete floor for some time. You've no idea how big this place is, or even if you're Indoors or Outdoors – outside the little puddle of light cast by the guttering lanterns and the lamps up ahead, the whole place is oppressively dark. You keep hearing faint sounds of movement in the darkness, as if you're being stalked by things. 'Grues,' whispers Nadia. 'They won't come into the light but if you step into the darkness, they'll eat you!'

You pass through a small jungle of giant mushrooms, each one twice the height of something half as tall, before coming to a line of wrought-iron gas lamps. Between every few lamps, there's a tall if rickety watchtower. You push on – the lights of the Town are within view now.

The Town looks like something out of Old Reckoning videos – not that any of you have ever seen any of those, of course. Narrow streets lit by gas lamps wind their way between houses and small shops.

'This is The Town' says Nadia. 'Your new home. We welcome you to The Town.'

The characters are brought to one of the communal guest houses for newcomers and served a meal of mushroom soup with mushroom tea and dried mushroom bread. Everyone they meet greets them with a phrase like *'light walk with you, townsdweller'* or more prosaically, *'look out! You might get eaten by a Grue!'*

Nadia stays around to answer any questions the Troopers might have. Play her as friendly, warm, caring, slightly sexy but also slightly suspicious as if she's trying just a bit too hard to put the characters at their ease.

Where Are We? *In the Town. Don't worry, you're safe from the Grues here, as long as the lights stay on.*

How Do We Get Back To Alpha Complex? *Alpha Complex? What... oh, you mean the Overworld! No, there's no way back. A few people from the Overworld have arrived in the Town over the years, like Patrick but I've never heard of anyone ever going back there. It's across the darkness. The Grues would get you!*

Who Runs This Place? *The Council – Mayor Humphrey, Madame Engadine and the Engineer – are in charge. They keep the gas lights on and the lights keep the Grues at bay. The Council run everything.*

Where Did The Town Come From? *I don't know. It's always been here, I guess. Albert's the oldest person I know in the Town – ask him?*

What's A Grue? *A horrible, horrible monster. No-one's ever seen a Grue, 'cos they run away from the light – but if you go out without a light, they gobble you up quick as anything.*

What Will Become Of Us? *Well, you stay here and rest. Later, when the clock*



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strikes 12, you'll be presented to the Council. After that, you'll be assigned jobs in Town – everyone has to work, to pay for their share of the gas. If you're not apprenticed to someone, then you'll probably end up gathering mushrooms outside.

The Other Survivor

When the characters are running out of questions to ask Nadia, the door of the guest house opens and a bedraggled, water-logged and rather confused Vance-G is brought in by the gaunt-faced Patrick-Y. Vance-G sinks shivering into a foetal ball in front of the gas fire. Patrick-Y explains that he found Vance-G washed up on the lake-shore. 'Lucky the Grues didn't get him.'

Vance-G is just as confused as the Troopers about what's going on. He's half-convinced that the Troopers have captured and drugged him and that the whole Town is just a hallucination. Hey, he may be right.

Curse The Darkness

Tension 0 (unless you're going with Options 2, 3, or 4 in which case it's Tension 15)

If the Troopers go exploring the town before they're called before the Council, see The Town Guide on page 13 for details.

The clock sounds 12 and all the townsfolk gather in the main square. The gas lamps elsewhere in the town are turned down low, to conserve the precious fuel. There's a little platform in front of the hall, where two members of the council – Mayor Humphrey and Madame Engadine – stand. Around the square, the Troopers also spot Nadia and Patrick-Y. Vance-G clings to the Troopers if he's allowed (he may be a wanted traitor and they're IntSec goons but at least they're a little island of normality in this crazy Town).

Mayor Humphrey speaks: 'Welcome, welcome good Townsfolk and a very good hello to you all. We have quite an exciting meeting today, so I shall dispense with most of the formalities, ahaha. Madame Engadine, would you care to read the minutes from the last town meeting?'

The old woman stands up and produces an old leather-bound tome. 'Item the first; the gas lamps. Still burning. We have not yet been eaten by the Grues. Item the second; Maria Fallows, charged with stealing the Widow Petru's mushroom soufflé. Found guilty by the council. Sentence – canded.'

'Thank you, Madame Engadine.'

'You're welcome, dearie. And I'd also like to say that there's a 10% off all mushroom-leather goods in Engadine's Emporium today.'

'Marvellous, marvellous. Now, I understand that we have quite a lot of newcomers here. They've just arrived from the Overworld. Please, come up here and introduce yourselves.'

The Mayor invites the Troopers and Vance-G to make themselves known to the crowd. The assembled townsfolk welcome each character in spooky unison ('pleased to meet you!'). Once everyone's said hi, the Mayor impresses on them the rules of the town. You must work and obey the council's laws. Failure to work or any breaches of the law will result in being cast out into the darkness, where the Grues will eat you. Just keep these simple laws and you'll have a good if humble life here in the Town. Canding, by the way, means you're given a single candle and sent out into the dark.

'Now that that's out of way – all those threats about canding and banishment just depress me – let's get onto something happier. Jobs! Does anyone need an apprentice. Oh, lots of hands... Madame Engadine, Gregg the Mushroom Chef...

and Albert, Gatherer of Nightsoil! Excellent. And of course, we could do with another Watcher. Do any of you newcomers want to volunteer for any of these jobs?'

If two or more Troopers go for the same job, then they'll have to compete for the assignment. Each job description notes who the Trooper's new boss is, what sort of work he has to do and the requirements for getting the job if two or more Troopers go for it.

I Wanna Be A Watcher

Master: Nadia or Patrick-Y

Pay: 3 ha'pennies a day.

Duties: Watchers enforce the Council's directives and keep the Grues away. Watchers carry a lantern as their badge of office. When a lamp breaks, they get to fix it.

Competition: Nadia gives each prospective Watcher a lamp and brings them to the watchtowers on the edge of town. 'He whose lantern is the least used up when I return gets the job – if he's still alive.' The Troopers may, if they wish, turn their lanterns down, letting the Grue-filled darkness encroach on the little platform. Hint that the Grues are close at hand (and if the Grues exist, then they are...).

Engadine's Emporium

Master: Madame Engadine. This has quite a few benefits – Madame Engadine's on the Town Council and has the ear of the Mayor and you're not going to get eaten by a Grue while serving customers in the shop.

Pay: Tuppence (four ha'pennies) a day.

Duties: Selling items to the hoi polloi of The Town. Attending to Madame Engadine's whims (and, if the Trooper's male and moderately good-looking, her whims). Among these whims is the utter destruction of Gregg the Mushroom

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Nightsoil Collection... the last word in job satisfaction.

Chef, whom Engadine despises. She'll send the successful apprentice to sabotage the Mushroom Shop.

Competition: If two Troopers apply for the Emporium job, then Engadine sets them the task of selling as many Old Humphrey mugs as possible. The Old Humphrey is a lovely hand-crafted commemorative mug made by skilled craftsmen. From some angles, it does vaguely resemble the Mayor. From every angle, including the former, it looks ghastly. The mugs cost six pence

each, or the best part of two month's salary.

The Joy of Mushroom

Master: Gregg the Mushroom Chef

Pay: Two ha'pennies a day, plus free food.

Duties: Preparing mushrooms. Gregg is insanely particular about every aspect of mushroom preparation and the Trooper can do absolutely nothing right. That mushroom is sliced too thin,

that one sliced too thick, this water is the wrong temperature, this bowl the wrong concavity... After a few hours, Gregg decides that the Trooper's good for only one thing. He leads the Trooper down to the hidden temple at the back of the Mushroom Shop, where Gregg worships a fungal idol. He wants the Trooper to bring human sacrifices to the Mushroom God. If the Trooper refuses, he's fired.

Competition: If two Troopers both apply for the Mushroom Shop, then Gregg puts them both in the kitchen and orders them to chop all the mushrooms. The first to complete the task wins.

Nightsoil Collector

Master: Albert.

Pay: Ha'penny a day

Duties: Collecting nightsoil and listening to Albert's endless tales about the Grues.

Competition: If two Troopers actually apply for the dung collector job, then Albert is very confused and has to sit down with a nice refreshing cup of mushroom tea. Who'd want to be a dung collector? No-one... except a Grue wearing a human mask! Albert takes the first opportunity that comes his way to escape from the 'Grues', taking his light with him.

Mushroom Patrol

Pay: Ha'penny a day

Anyone without a job gets to go on Mushroom Patrol. The mushroom pickers are escorted out of Town by a pair of Watchers and set to chopping mushrooms. If one of the Troopers is a Watcher, then they can easily 'forget' to keep someone within the lantern light...

Vance-G takes the job in the mushroom patrol.



Town Events

Throw in these events to spice up life in the Town.

Body in the lake: A body washes up out of the lake. It's the body of a Troubleshooter, wearing YELLOW Reflec. There's a smoking hole in his back and a YELLOW laser pistol with four shots remaining in his hand. The pistol still works. (If you're going with Option 2 for the Awful Truth, then the Troubleshooter is a traitor who *should* have ended up in Town instead of the Characters.

Gas shortage: There's a gas shortage, forcing the Council to turn off the lights for a few hours. Grues stalk the streets of the Town, possibly giving the character a clue as to the nature of the Grues – whatever they are.

Festival: The Council declares a Mushroom Festival! The citizen who brings in the biggest mushroom will win a prize!

Supply Cache: Madame Engadine's Emporium gets some new stock which may be of interest to the Troopers:

- ☉ A radio communicator (needs battery): 50 ha'pennies
- ☉ A slug pistol: 25 ha'pennies
- ☉ A torch: 15 ha'pennies
- ☉ Battery: 30 ha'pennies
- ☉ Diving helmet and mechanically powered air pump: 30 ha'pennies

Life in Town

Tension Absolutely Drained... or is it?

Days pass slowly in The Town but they do pass. The Troopers are here for a while, so they might as well get comfortable.

At this point in the mission, your players should be looking at you as though you're wearing a small cocker spaniel on your head. *'Yes, Mr. GM, we've endured this bizarre detour into mushroom fetishes and Dying Earth-meets-The Prisoner nonsense,' they say with pleading eyes, 'surely we should be getting back to Alpha Complex now, before the Hot Fun gets Cold.'* You must be stern. Admit nothing! Give them the impression that they're stuck here, forever, unless they do something. Suggest (non-verbally, if you have the necessary interpretative dance or mime skills) that you're planning on running *Caste-Ridden Mushroom*

Gatherers Who Fear The Dark from now until doomsday and that it's the hot new thing in roleplaying. (Actually, it might be; there are weirder games out there).

Run a few little scenes with the Troopers in their new jobs. Point out that there aren't any happiness drugs or mood stabilisers or hormone suppressants in The Town, so they're probably feeling a bit odd. Also, they're not under surveillance and can say what they wish. They can even use mutant powers openly.

Up until this point in the mission, the Awful Truth has been on the sidelines but now you should start bringing it into the game. Listen to the speculations of the players about what's 'really' going on and adjust the Awful Truth to subvert their expectations.

Just Plain Folks

Both Nadia and Patrick-Y take an active interest in the Troopers and Vance-G. Regardless of the Awful Truth,



these two Non-Player Characters have opposing narrative roles. Nadia is always the instigator who tries to get the Troopers to act against the status quo, while Patrick-Y is the defender of the Town, the obstacle that the Characters must overcome.

Nadia will continue to hang around with the Troopers, chatting with them, getting to know them, showing them

3. THE SURVIVOR

around the Town and helping them when they get into trouble. She'll position herself as their best friend in Town. Why? Well, that depends on the Awful Truth of the Town. If the Town is an IntSec interrogation scheme, then she's trying to get them to confess *why* they betrayed Alpha Complex. She'll do this by asking questions about life in Alpha Complex and the Troopers' previous existence, pointing out that there's no harm in answering – after all, Alpha Complex is behind them. She's never known anything other than the Town and is fascinated by tales of somewhere else.

If the Town's something other than an IntSec scheme, then Nadia's interested in the Troopers because they're outsiders and therefore not yet trapped by the Town. She'll try to convince them to act (if they're not acting already) in the next scene.

Patrick-Y also keeps an eye on the Troopers. If they go poking around the Town, or break the law, or otherwise defy the status quo, then Patrick-Y shows up to stop them. He's the sinister shadowy figure following them down the street, the sinister shadowy figure who shows up when they're contemplating escape, the sinister shadowy figure who interrupts them when they're trying to repair the lasers they salvaged from the lake, the sinister shadowy figure having lunch in the Mushroom Shop... he's got the shadowy and sinister routine down. If Patrick-Y needs more firepower, he's got his working BLUE laser pistol.

Vance-G adapts quickly to life in Town. He's fascinated by a life without technology. After years in the R&D

labs, it's a novelty to be somewhere where things don't explode regularly. He admits to Nadia that he is – or, really, was – a Pro Tech agent. When he fell into the Town, he had a stolen experimental Resonance Transmitter in the back of his autocar. If the Troopers try going after the Resonator, see *The Resonator*, below.

Poking Around Town

The Troopers probably try to poke holes in the reality of Town. If they do try looking for the Truth, have them followed by Patrick-Y. The Town's taciturn watcher isn't above a quick assassination to keep the Awful Truth hidden. If the Troopers manage to get past Patrick-Y, then they may be able to find evidence that something strange is going on. What evidence?

Option 1 (Loyalty Test): The Town all runs a bit *too* smoothly. Where does the gas come from? How does Madame Engadine turn up caches of supplies that contain *exactly* what's needed? What do the mushrooms feed on – there's nowhere near enough nightsoil to keep the Town in ecological balance. With a good Concealment or Surveillance roll, Troopers might find hidden cameras or secret passages under The Town.

Option 2 (Interrogation System): The Troopers find hidden cameras and microphones scattered around the Town. The Troopers might spot someone in the Town vanishing into a hidden door that leads back to Alpha Complex. The mushrooms start to taste like truth serum. At night, one of the Troopers is dragged into a trapdoor and beaten by masked thugs.

Option 3 (Psychological Experiment):

As you get to know them, it becomes clear that everyone in town is freaking nuts. There's a weird metallic taste to the water and keen-eared Troopers hear subliminal messages saying *thegruesarecomingthegruesarecoming* in the darkness.

Option 4 (Reality TV): While out gathering mushrooms, the Troopers trip over a TV camera with a light intensifying zoom lens.

Option 5 (The Town's Real): Nothing. The Town makes as much sense as Alpha Complex.

Trying to Escape

Firstly, consider skipping onto *Conspiracy*, below, if you're coming to the end of the mission. *The Survivor* ends with an escape attempt. However, players being what they are, they're probably going to try some ill-conceived plan to get back to Alpha Complex.

The primary problem with escaping is the Grues. Anyone setting off into the darkness is eaten by the Grues (whatever the Grues are; if the Grues don't exist (as per options 3 or 5), then the characters can wander the tank in relative safety). The tank is a huge circular concrete-walled space, approximately four kilometres in diameter. The wall curves so gently it's hard to tell it's curved at all. At a few places along the wall, there are rusted patches that were once access ladders but they're long gone.

If you're feeling merciful, the Troopers eventually find another tunnel

The Resonator

Vance-G stole an experimental gadget from R&D before he ended up in the Town. The Resonator is still safely stowed in the wreckage of Vance-G's autocar at the bottom of the lake. Ambitious and surprisingly aquatic Troopers could try retrieving it. So, how's that Swimming skill today?

If they find it, the Resonator is a heavy grey box with a confusing set of control buttons and dials on top, a big red on/off switch and a microphone. Theoretically, you switch it on, tune it and then speak into the mike. The Resonator transmits vibrations through the ground that become sound waves at a certain point. It's like super-long-range ventriloquism!

The minor downside is that between Point A (the resonator) and Point B (the target, where the operator's message is audible), you get Effect C, also known as earthquakes and instant structural fatigue. The Troopers might be able to use the Resonator to call home but they'll probably end up bringing Alpha Complex crashing down on top of them.



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entrance that leads back to Alpha Complex, via more sump tanks, a spider-infested cavern, the Mines of Moria, an abandoned sector and a sewer before finally dumping them into a VIOLET-Clearance corridor.

Conspiracy Tension 10

Finally, the Troopers get to challenge the status quo in Town. This scene is triggered by Nadia but exactly why and how varies depending on the Awful Truth. Nadia might tell all the Troopers at the same time, or you can reward good roleplaying earlier by having Nadia only confide in the Troopers she trusts.

Option 1 (Loyalty Test) or Option 5 (It's All Real): *'All you've told me about Alpha Complex makes it sound really awful. No wonder Patrick-Y escaped! He might tell you that he fell down into the lake, same as you but that's not true. There's supposed to be an access shaft in the back of the gas pumping station. If you could break in there and get past all the traps, you could climb right back up to that horrible Complex!'*

Option 2 (Interrogation System): Nadia keeps questioning the Troopers until either (a) their utter cluelessness convinces her that they're not the traitors she was expecting, (b) they convince her they're really IntSec or (c) one of the Troopers is a member of the same Secret Society as Nadia and gives the right signals. However it happens... *'What? You're not... oh, vatslime. You're not supposed to be here! I'm Nadia-B-CRK-2, IntSec Reality Control. Everyone*

in Installation 07 – the Town – is IntSec. It's a covert interrogation project... but something's gone wrong. I shouldn't even be telling you any of this, you're not cleared for it. Agh... ok, listen closely. There's an emergency exit at the back of the gas pumping station. If you go there right now and get out, they might not terminate you. Move!'

Option 3 (Psychological Experiment) or Option 4 (Reality TV): *'Look, I've been thinking – the lights are getting dimmer and dimmer and the Council keeps refusing to tell us how much gas is left. They've stopped us from doing anything to make the Town safer. What if they're Grues!? We don't know anything about the Grues – they could look human! I think the Council are Grues! We've got to know for sure!'*

Nadia volunteers to cause a distraction, letting the Troopers break into the Town Hall and then into the Gas Pumping Station. A few minutes later, there's a loud boom and a strong smell of burning mushroom. The Troopers have their distraction.

If you want to throw some added obstacles or complications at the Troopers as they run for the exit, see the *Complications* text box.

The Town Hall

In all of our potential alternate realities, the Town Hall is all Old Reckoning art and marble floors and chandeliers that make a very satisfying smash when they hit the floor. Most of its many rooms are crammed with clerks scribbling away on mushroom-bound ledgers in the gaslight. Bureaucracy is a universal constant in *PARANOIA*.

Complications

If the Troopers aren't in enough trouble already...

Patrick-Y, IntSec Assassin: Patrick-Y's mission is to preserve the Town's social order. The Troopers are trying to subvert it. Now he must hunt the deadliest game of all... Player Character. He'll also remind the characters as he stalks them about how ghastly Alpha Complex is – do they really want to go back to a place where they're drugged and executed all the time? Have they ever even seen a real Commie?

'For The Good Of The Town...': The Mayor, moustache and chain of office and all, mounts a spirited defence of Life in Town. Yes, the Council has served the Townsfolk poorly at times but circumstances have been very difficult, the Engineer extremely unpredictable and the Grues, don't *talk* about the Grues. Things will be better, he insists, if only the Troopers turn around and go back to Town.

'...I must shoot you with this shotgun': If they don't listen, he whips out a shotgun (M3K) and starts blasting.

Things Explode: You've a bunch of Characters in a gas station. Things are going to go boom.

3. THE SURVIVOR

If the Troopers break into the Mayor's office, they find...

Option 3 (Psychological Experiment): A lot of HPD&MC reports on the psychological modelling of the Townsfolk, the amount of drugs in the water supply, suggested ratio of 'people being eaten by Grues' to 'people not being eaten by Grues' and other incriminating evidence™.

Option 4 (Reality TV): A copy of the HPD&MC TV guide for VIOLET Clearance citizens with a picture of the Troopers on it under the caption 'The New Stars of The Town'.

Either way, the Mayor's not here – he's popped down to the pumping station.

The Pumping Station

The Troopers have come full circle – this weird experience started in a maze of twisty pipes and now they're back in a maze of twisty pipes. There's a strong smell of gas, oil drips from the ceiling and the whole place is brutally hot and cramped. CLANKETY-CLANK goes the pump all the time.

This is the Engineer's domain. The Engineer is an antique and utterly deranged bot. It's got a cylindrical body and a dozen flexible arms tipped with grippers, drills, saws, welders and other tools. Its outer shell is scorched and melted in many places. The Engineer shrieks 'INTRUDERS! INTRUDERS!' when it spots the Troopers and rolls towards them. The bot's too big to fit between all the pipes, so it initially appears as though the Troopers are safe from its wrath. Then the Engineer saws through the pipes with one set

of arms, rolls through the gap and glues the pipes back together with rear-facing manipulators. Hey, those saws look sharp and the smell of gas is getting stronger.

If the Troopers make it past the Engineer, they find a narrow shaft rising up into the darkness. There's a ladder which is probably sturdy enough to take the Trooper's weight. Someone's tacked a 'BEWARE OF THE GRUE' sign at the base of the shaft.

The Way Out

At the top of the shaft, the Troopers find...

Option 1 (Loyalty Test): The Commissioner! He congratulates the Troopers for choosing to return to Alpha Complex. The Town is a test of their loyalty to Alpha Complex. He presses a switch and the lights come on in the tank, illuminating the whole Town. Grue-bots sweep in and grab any Troopers who didn't try to escape The Town and carry them away for Loyalty Enhancement Therapy.

Option 2 (Interrogation System): A large room containing dozens of IntSec secretaries, diligently transcribing the testimony of Vance-G and other traitors who've confessed in other Towns located elsewhere in this big dark tank. If the Troopers disturb the clerks, they get arrested by IntSec Troopers. If they just keep climbing up the shaft, then they'll find themselves back in Alpha Complex but they'll always be under suspicion. Maybe IntSec will dump them back in the Town to get them to confess at some point in the future...

Option 3 (Psychological Experiment): The Grue green room. It's packed with Grue costumes and light intensifier goggles. The Troopers can keep climbing up the shaft to Alpha Complex. Unfortunately, they're all under the effect of the hallucinogenic drugs that IntSec adds to the water in the Town. When the Troopers reach Alpha Complex, they'll see Grues everywhere in the shadows...

Option 4 (Reality TV): The editing suite. There's a bank of monitors displaying the feed from the cameras hidden throughout the Town. There's a fat citizen in an INDIGO jumpsuit sitting there; he's Hershel-I. When the Troopers enter, he spins around, frowns and says 'oh, you guys. You were all terrible. You never sold me on your characters, so we're transferring you to something a little less challenging. Report to Studio 54 for the Teela-O Smile-Time Show'. Hershel-I's mistaken the Troopers for HPD&MC actors...

Option 5 (It's All Real): At the top of the narrow shaft, the Troopers come upon a small electrical junction box. There's a switch inside in the 'off' position. Flicking the switch reconnects The Computer with the levels below the switch.

It's a humming noise and then the lights come on in the tank containing The Town. The Computer waits until the Troopers go back down the shaft and then asks them to explain what's going on. Why are they associating with uncleared individuals? Why are they out of uniform? Why have they neglected to report for several days? Why are they standing around in Emergency Water Reservoir #4?



TERMINATION QUOTA EXCEEDED

The Townsfolk

Name	Role	Notable Skills	Mutant Power	Secret Society
Nadia	Watcher	Moxie 14, Suggestion 10	Hypersenses	None
Watcher's Lantern				
Patrick-Y	Watcher	Violence 14, Stealth 12	Regeneration	None
Laser Pistol (W3K), Watcher's Lantern				
Vance-G	Traitor	Vehicle Ops 12	Uncanny Luck	Pro Tech
Basic toolkit				
Albert	Crank	Oratory 8	Annoying	Anti-Grue
Nightsoil Brush				
Gregg	Mushroom Chef	Cooking 13	Mushroom Empathy	Masterchefs
Mushrooms				
The Mayor	Pompous Ass	Management 9, Projectile Weapons Empathy 8		None
Chain of office, Shotgun (M3K)				
Madame Engadine	Crazy Old Cat Lady	Haggle 13	Energy Field	None
Stuff from her shop				
The Engineer	Deranged Bot	Pipe Repair 12, Dissect Trooper 10	None	None
Saws and Welders M2K damage				

Handout #1 – The Equipment List

Cone Rifle	Tire iron	Frag Grenade
Trooper Body Armour	Truncheon	Stun Grenade
Helmet	ME Card Reader	Gas Mask
Box of doughnuts	Multicorder	Electronics Toolkit
Cigarette lighter	Happiness Pills	Mechanical Toolkit
Flashlight	<i>What Laser</i> magazine	Air Freshener
Medical kit	Hand Mirror	Cone Rifle Shells x 6
Spanner	Laser Pistol	Emergency Blanket
Biohazard Suit	Ration Pack	Notebook
Pen	Rope	Forensic Scrubbot
Tube map	Antacid pills	Flare gun
Handcuffs	Lifejacket	Screwdriver

4. TERMINATION QUOTA EXCEEDED

4. Termination Quota Exceeded

There's a theory in vogue in certain *outré* sections in CPU – the stranger offices, where the paperwork is so complex it verges on sentience, a mind whose memories are forms and whose thoughts are paper shuffling – that states that the more forms there are in Alpha Complex, the less scope there is for confusion. They dream of a state where every citizen's every action is

precisely delineated in forms, where there is no more need for an individual's choice, where every form just has a single checkbox. The cause of suffering is excessive choice. We currently exist in a state referred to as 'formless chaos' but every day Alpha Complex gets closer and closer to the bliss of bureaucratic nirvana, a process referred to as the 'Red Tape Shift'. Until that blessed daycycle,

though, bureaucracy is incomplete. There is room for error. The cogs don't always mesh perfectly.

When an IntSec Trooper requests a termination voucher, the request is passed up the chain to Central. Central fills out four copies of the voucher request form and dispatches them to other departments in Internal Security,

Secret Society Missions

Secret Society Missions

Anti-Mutant: One of your fellow Troopers is a freakish mutant. It's [NAME]. Kill 'em.

C.L.A.: The authorities are cracking down on the free clones of Alpha Complex, 'cos IntSec's secretly run by those damn Commies. Eliminate any Troopers who seem *Communist* to you.

Clone Arrangers: The word on the street is that there's a purge coming. A lot of people are going to get terminated and that means business for us. Here's a bunch of business cards; given 'em to the victims.

Communists: Comrade! Eliminate High Programmer Hubert-U-KNO. We will be arranging for you to meet him, da?

Computer Phreaks: d00d, i sn1ffz0red a p4ck3t w/ur n4m3 1n 1t. L00k5 l1k3 u may be zeroed. Stay frosty.

Corpore Metal: Destroy the experimental bot enslavement device from R&D.

Death Leopard: You'll be visiting Corridor Painting Services, Power Tracking *and* the Maintenance and Repair Office. Blow 'em all up!

First Church of Christ Computer-Programmer: The other Troopers lack faith. Recruit at least two of your team-mates to the Church.

Frankenstein Destroyers: One of our cells in the SteelyWheely factory is under investigation. Protect them.

Free Enterprise: Nic-O-DMS is one of our top men. Fake his death so he can escape.

Humanists: Eliminate Trooper Linna-B.

Illuminati: Everything is falling into place, just as we planned. Retrieve the contents of Bunker 8 in the Strategic Resource Depot.

The Movement: You'll be visiting the Compartmentalisation Department and the Power Tracking centre. Insert this computer virus into their systems.

Mystics: All these Troopers are waaaay too stressed and it's jangling up the ether. Here's a bunch of extra-strength happy pills; make sure they take 'em.

Old Guard: Eliminate High Programmer Hubert-U-KNO. Make it look like an accident.

Pro Tech: Steal the Entropy Projector. Make sure they don't know who took it.

Program Group: You'll be visiting High Programmer Hubert-U-KNO. Ensure your team does not injure or annoy him in any way.

Psion: One of our agents in the archives department is under suspicion. Her name's Morag-G-IZA – ensure she survives.

PURGE: There will be carnage throughout the sector tonight. Use it to our advantage. Terminate as many Troopers as possible.

Romantics: There's a rumour that someplace called Bunker 8 contains a wealth of Old Reckoning relics. Find it and secure the relics.

Runners: There's a purge coming, which means a lot of people need our help. There's a Runner outpost in the Underplex, accessible from the bathroom in Corridor 19. Send as many purge targets there as you can.

Sierra Club: The Armed Forces must be taught to love nature. Recruit at least one Armed Forces member.

Servants of Cthulhu: Franklin-I knows too much. Bring us his brain!

Spy for Another Complex: Here's a bag of surveillance gadgets. Plant them in as many sensitive locations as you can, like IntSec Central.

Wobblies: Jebidiah-B knows too much. Find him and eliminate him.



TERMINATION QUOTA EXCEEDED

Central Processing and Technical Services, as well as a machine-readable form for The Computer. Each of those four copies gets copied again and again and if any of the copies of the copies of the copies gets rejected, then the whole termination procedure can be stalled.

Six months ago, Cedric-B-HRV-6*, the Senior Permanent Undersecretary to the Junior Secretary (2nd Class) in the Department of Administrative Oversight in Central Processing died of a heart attack while in his office. Unfortunately, he had a 'Do Not Disturb' sign on the door, so they only found his body this morning cycle, buried under a six-foot-thick pile of unprocessed termination voucher requests. This could be hideously embarrassing for Central Processing – think of all the traitors who went unterminated because Cedric-B failed to review the forms! Then, one bright clerk called Eustace-Y came up with an idea. Just stamp 'APPROVED' on all of the forms but also inform IntSec that all vouchers expire at the end of the business day. That way, any traitors who aren't terminated are IntSec's failure, not CPU's. IntSec had the vouchers, it's not CPU's fault they didn't use them in time...

1. Report to Central

Tension 15

Read the following to the players. If you've established the personalities of key Non-Player Characters in your game's Central like the Duty Officer already, adapt the text to suit.

You're all off duty, sitting around the Trooper lounge. There's a FunBall game on the TV, ice-cold B3 in the cooler and you're all nicely blissed-out on Happiness Drugs. In this most perfect of all perfect Alpha Complexes, life is great and you're completely happy.

Suddenly, your calm is shattered by the simultaneous chattering of dozens of printers. You hear shouts of alarm and

confusion from down the corridor. Clerks run past carrying armfuls of documents and pursued by billowing printouts. In the distance, someone is screaming, a long soul-rending screech that begins full of terror and rage but continues long after all emotion has departed and the sound now is a desperate affirmation that the screamer still exists. Through it all, you hear the public address system. 'ALL TROOPERS, REPORT TO BRIEFING IMMEDIATELY. ALL OFF-DUTY TROOPERS, THIS INCLUDES YOU.'

Quick! Double-quick time! Down to the briefing room!

Any Troopers who don't respond immediately get a Treason Point for their tardiness. Any Troopers who respond immediately need a Hygiene/Management roll to get their uniforms into a fit state for inspection as they run down the corridor – failure to maintain proper presentation is treason and worth a Treason Point.

When the Troopers reach the briefing room, they're among the last to arrive. Every other Trooper in Central is there too. Take it away, Captain Italics.

The briefing room is packed solid. Every Trooper in the sector must be here. It's not just the field teams here, you see officers who haven't been out from behind a desk in 20 years strapping on cone rifles and trying to squeeze into armour that must have shrunk in the laundry. The Duty Officer comes out, wearing the same expression he had when they put FizzWizz in the CoffeeLike.

'Right, listen up. Some jerk in CPU's missed out on his morning happy pills and so he decided to piss in ours. As of this moment, we've got -' he checks the printout in his hand '- 917 newly approved termination vouchers which have to be processed in the next four hours. We applied for some of these vouchers months ago but CPU only approved 'em now.

If we don't process all these vouchers today cycle, then our clearance rate

is gonna plummet and that'll make the Commissioner very, very unhappy. Keeping the Commish happy is mandatory, get me? So, we've got a lot of clones to terminate today.

You'll be split into hit teams. This is going to play havoc with our termination quotas too – if you run out of terminations when you've still got vouchers to process, then make it look like an accident but make sure that the traitor is replaced by a more civic-minded clone. Any questions?'

The Duty Officer snappishly answers any questions the Troopers are stupid enough to ask. The mission's simple enough – kill everyone on the hit list. If you exceed your Termination Quota, make it look like an accident but keep going anyway.

Armoury

The longest queue you've ever seen stretches out from the Armoury counter. It looks like you'll be waiting a while to get your guns. A rumour runs up and down the queue – they're going to run out of cones!

If the Troopers are going to get their cone shells, they'll need to queue jump. Directly ahead of them in the queue are:

- ☉ **Kevin-G**, a clerk from Thought Control who's been temporarily transferred to Trooper duty. He's never even fired a gun before. He's exceedingly nervous and twitchy.
- ☉ **Edna-B** and **Rose-B**, a pair of femclones. They're secretly members of a branch of the Romantics which tries to bring back Old Reckoning ideal of gender roles but they're also determined to defy those ideas. They're out to prove that they can do just as good a job as any male IntSec Trooper, even though no-one ever said they couldn't.
- ☉ **Jebidiah-B**, an exceedingly old Trooper who's on the verge of retirement. He's also on the verge of blindness, deafness and senility and long since crossed the border

*: How did Cedric-B lose six clones in the relative safety of CPU? Erm...paper cuts and the Hemophilia mutation.

4. TERMINATION QUOTA EXCEEDED

into narcolepsy. He falls asleep while standing and mutters about Bolsheviks as he snoozes.

- ☉ **Ram-B**, a gun-crazed lunatic. He works alone. They say he's a loose cannon. They say anyone assigned as his partner dies. They say Ram-B's too dangerous to live, too tough to die. What they should say is that he's got both the Uncanny Luck and Doom Magnet mutations.
- ☉ Any other Non-Player Characters from your Central that you want to throw in.

Keep track of how the Troopers interact with the others in the queue – all that's going to come back to haunt them in Scene 4.

If the Troopers don't skip any places in the queue, then only one of them gets to request cone rifle shells. For every place they skip, another Trooper gets an allotment of shells.

For any Troopers who don't get shells, read the following:
As you reach the counter, the clerk slams the shutters down in your face. 'Sorry, Trooper. We're out of conventional weapons. Report to R&D if you need lethal weaponry.'

Who Doesn't Love Experimental Equipment?

As you approach the R&D lab, you feel the hairs on the backs of your hand stand up. There's a smell of ozone mixed with melted caramel and for some reason, the lights in the corridor flicker a sickening shade of puce every few seconds. Inside in the R&D lab, wild-eyed hunchbacks in lab coats proffer a selection of strange gizmos. Do you want the 'Entropy Field Projector', the 'Magrail Rifle', the 'Nuclear Flamethrower' or the 'Target Pointer'?

If there are more than four troopers who need a weapon, then there are extra Magrails Rifles. Each of these experimental weapons remains property of R&D; Troopers are responsible for their care and maintenance and should fill out a review form at the end of the mission.

Entropy Field Projector (Field Weapons): When activated, this bulky rifle apparatus fires a beam of green energy. Anyone hit by the beam glows green for several seconds afterwards, as does anything the victim touches. Anything affected by the beam takes one 'step' of damage, ignoring armour, per round and the effect lasts for a number of rounds equal to the Margin of Success divided by 2. Affected targets rot and decay as if decades of time had passed in the blink of an eye. Each time it's fired, though, it takes one step of damage itself as the projecting mechanism decays. It can be repaired, maybe.

Malfunction: The Field isn't Projected, it's centred on the weapon and hits the user.

Remedy: Botox and monkey gland injections.

Magrail Rifle (Projectile Weapons): Uses powerful electromagnets along the barrel to shoot steel darts at high speeds towards the target. The gun's battery runs down quickly – it does O1K damage the first time it's fired, then O2K damage, then O3K and so on, until it's pretty harmless. It can be recharged by plugging it in to a power outlet.

Malfunction: The magnetic containment doesn't, flinging any metallic objects nearby towards the target.

Remedy: Praying your dentist didn't use metal fillings.

Nuclear Flamethrower (Field Weapons): Works just like a regular

flamethrower, only with more radiation and green flames. Comes with a stylish biohazard suit.

Malfunction: Thick black smoke pours from the weapon and it begins to shake violently. Sometime after that, it explodes.

Remedy: Running Away.

Target Pointer (Energy Weapons): It looks like a remote control but there's only one button. It's small enough to fit into a pocket. To use it, you aim it at the target and press the button. The target pointer then sends an override signal to all bots in the area, commanding them to attack the target. If you use it in, say, a warbot factory, then your target is deadlier than the deadliest thing that ever died. If you zap him when the only bot around is a scrubbot, then he's violated with cleaning products at best.

Malfunction: The pointer points to itself.

Remedy: Dropping it and running away.

Once everyone's armed, off you go to the next scene.

The Book of Dead Names Tension Varies by Location

As the team set off from Central, they get the first of many periodic updates from IntSec, listing their targets. Everyone's allowed three terminations before reaching their termination quota but the Troopers are likely to run out of terminations long before they run out of targets.

Rather than go through every termination in gory detail, we Famous Game Designers are giving you, O Gamesmaster, the chance to join us in a fabulous exercise of improv comedy

Weapon	Wpn type	Dmg type	Min-Boost-Max	Shots	Range	Malfunction
Entropy Field Projector	Field	Time	Special	Varies	50	18-20
Magrail Rifle	Projectile	Impact	O1K	6	50	19-20
Nuclear Flamethrower	Field	Energy/Bio	S2K	10	20	18-20
Target Pointer	Energy	Special	Special	25	100	18-20



TERMINATION QUOTA EXCEEDED

Mission Statement

Code [007]/Code [] Location [All Sector]

Duty Officer: _____

Details: TERMINATE ALL TARGETS. TARGET NAMES AND LOCATIONS WILL BE UPDATED THROUGHOUT THE DAYCYCLE.

TEAMWORK ENHANCERS

	YES	NO	CLASSIFIED
Cortex Bomb(s)	<input type="checkbox"/>	<input type="checkbox"/>	<input checked="" type="checkbox"/>
Surveillance Chip(s)	<input type="checkbox"/>	<input type="checkbox"/>	<input checked="" type="checkbox"/>
MemoMax Recording(s)	<input type="checkbox"/>	<input type="checkbox"/>	<input checked="" type="checkbox"/>
Directive Chips(s)	<input type="checkbox"/>	<input type="checkbox"/>	<input checked="" type="checkbox"/>

SECTOR INDICES

HAPPINESS	[10] Minimum	[10] Current
LOYALTY	[8] Minimum	[12] Current
COMPLIANCE	[10] Minimum	[10] Current
SECURITY	[12] Minimum	[6] Current

PERFORMANCE QUOTAS

ARRESTS	[0] Minimum	[0] Maximum	<input checked="" type="checkbox"/> Team	<input type="checkbox"/> Individual
TERMINATION	[0] Minimum	[2] Maximum	<input type="checkbox"/> Team	<input checked="" type="checkbox"/> Individual
CLONE BUDGET	[0]		<input checked="" type="checkbox"/> Team	<input type="checkbox"/> Individual
TIME LIMIT	[0] days [8] hours	[0] minutes		

carnage. We'll list the name of the target, the location and some potential amusing complications – you do the rest! You don't have to bother with all these encounters but keep track of how many legal terminations each Trooper has left.

Emphasise the impersonal bureaucracy of the whole experience. The Troopers don't have any idea why these citizens are being terminated. Lives are being snuffed out because of a computer printout.

Steely Wheely Ball Bearings: It's a ball bearing factory. Any firefight in here means millions of ball bearings underfoot. The two targets are Frankenstein Destroyers, who sabotaged bots by making ball bearings that weren't quite perfectly spherical, the bastards.

Lawrence-R is lurking near the entrance of the factory with a laser pistol. The pistol's no threat to the Troopers – when Lawrence-R realises this, he runs

towards the conveniently placed blast furnace. Any Troopers making a foot pursuit quickly find themselves rolling towards the inferno.

Meanwhile, Camille-Y is in the restricted section of the factory, where she is busy sabotaging the Jumbo Sized Depleted Uranium Ballbearings for the new Mark V warbots. These ballbearings are two metres in diameter and weigh 100 tons each. As soon as the Troopers burst in, she releases the Jumbo Sized Ballbearings. Regrettably, the factory

We're All In This Together

At some point during this whole kill-fest, the Troopers run into another IntSec Trooper team. This team consists of four Troopers:

- ☞ Lead Trooper **Darla-B**, a by-the-book IntSec Trooper who never questions regulations.
- ☞ Security Officer **Karl-B**, a thuggish goon who delights in carnage and who talks to his pet Cone Rifle, Sylvia.
- ☞ Forensics Officer **Linna-B**, a science geek transferred from R&D. She loves tracking people with her array of scanners, sniffers and trackers.
- ☞ Designated Driver **Larry-B**, a veteran Trooper whose main aim in life is to do as little work as possible and is always skiving off for a can of B3.

Darla-B's team's death list has a few names in common with the players' list. How do they resolve this bureaucratic snafu?

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slopes downhill towards the PCs... ever felt like a pinball?

Food Vat 32: It's like Willie Wonka's factory, if Wonka made semi-edible goo. The three suspects are Pro Tech agents and they've got a semi-working spaceship hidden inside the huge food vat (hey, where else are you going to hide a spaceship? Have you got any better ideas?). The ship's powered by mutant yeast fuel, by the way.

Jody-O (or Space Captain Jody-O, as we really should refer to this would-be brave pioneer of the stars) leaps into the food vat as soon as the Troopers arrive, to complete the pre-launch checklist while Engineering Officer Maggie-SMP and First Officer With Special Responsibility For Shooting Aliens Colin-R hold the Troopers off with phasers (treat 'em as energy pistols). The two traitors know the food vat complex well, using the various vats of goo as cover and/or improvised explosives.

If the Team fails to terminate Maggie and Colin-R promptly, then the main vat begins to bubble as the Grand Explorer's main engines ignite. A few moments later, the starship rises majestically out of the vat before – in a tragic accident that can only be the result of a miscalculation of the relative heights of the main food vat and the ceiling overhead – crashing and exploding in a singularly impressive catastrophe that brings to mind both the Hindenberg and a large pot of jam boiling over.

Power Tracking Registry: Power Tracking Registry is a Death Star-style shaft, where every wall is covered with uncountable numbers of thick power cables. Every major power consumer's electricity feed goes through this room. The staff here track power consumption by plugging readers into the cables. A stray shot here cuts off power to a large chunk of the sector. Worse, the arch-villain Nico-O-DMS (a Free Enterpriser) has the Telekinesis mutation and isn't

above dumping the Troopers down the shaft.

The shaft is effectively bottomless, as anyone who falls in will be incinerated after a brief time by the very impressive arcs of lightning that leap from one side of the pit to the other. There are lots of hanging cables and wires that a falling Trooper could grab onto and arrest his fall but doing so would pull the cable out of the wall and cut off power. Helpfully, the cables in the shaft are labelled.

Troopers Falling Down The Power Tracking Registry Shaft: A Typical Conversation

GM: So, you're falling to your death.

Player: Agh! Is there anything I can grab onto?

GM: There's a cable. You could grab that – you'd pull one end out of the wall but it should bear your weight. It's labelled 'Property of IntSec' and there's something about disconnecting being punished by termination. There are more cables lower down if you prefer to fall to one of those.

Player: Okay.

GM: Right, you fall to your death a bit more and the next cable within reach is powering some warbot programming factory place. If you pull that one out, there's a very small chance that the resulting power cut would corrupt the programming of a warbot and the bot would go nuts and blow up half of Alpha Complex and they'd blame you.

Player: A very small chance?

GM: Yeah. Definitely less than 90%.

Player: I fall more.

Corridor Painting Services: There was a horrible accident with a bucket of white paint that got out of control. Both targets proclaim their innocence loudly while defending themselves with high-pressure paint sprayers.

Remember, white paint is ULTRAVIOLET Clearance. Objects sprayed with the paint don't magically have their Clearance level raised – but any passers-by will assume that the

Troopers are trespassing in a higher Clearance corridor. 'Passer-bys' is a handy catch-all term for Vulture Warriors, guardbots, militant Armed Forces goons, Troubleshooters, citizens taking the law into their own hands, or even The Computer on a bad daycycle ('I don't remember classifying that patch of corridor as UV but it's white and you're standing in it. Explain yourself, Trooper.')

R&D Lab: Zot-O has a buddy in CPU who tipped him off about his name being on an IntSec hit list. He's ready and waiting with an experimental suit of battle armour. The battle armour in question is equipped with a built-in plasma generator and magnets in the gloves. Basically, Zot-O can throw fireballs like hadoken*. Damaging the suit degrades its ability to contain the plasma. This is bad, for values of bad ranging from 'hey, we just disintegrated Zot-O! Score!' to 'my, that expanding shockwave sure is pretty hot!'

Archives Department: Rows and rows (and rows) of filing cabinets. The whole place is like a library, or maybe a morgue. Anyone making a loud noise (like talking above a whisper, or letting off a nuke) gets sternly shushed by the guardbots. Morag-G-IZA is a Registered Mutant with the Polymorph mutation and isn't above turning herself into a filing cabinet to hide.

Oh, while most of the archives in here are of no interest whatsoever to anyone, some of the IntSec archives are backed up here. The Troopers come across this set of filing cabinets when they're chasing Morag-G. Do the Troopers stop to peek at their own files (possibly uncovering information about their Treacherous Deeds to their team-mates) or keep chasing the mutant?

Compartmentalisation Department: A warehouse-sized office packed with cubicles, where eager citizens meet to synergise and brainstorm new ways to organise Alpha Complex's sprawling bureaucracy. Troopers may be called to

*: Semi-circle forward, medium punch + heavy punch + pray the plasma ball doesn't burst in your face.



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participate in focus groups on abtruse organisational questions (*'would you feel happier if the Bureau of Wiring (Other than Lighting) Quantitative Assessment implemented directive 45-a or 45-c? Explain your answer'*).

Una-B-GUD is a Humanist agent and is currently in a meeting with Very Important People including Cedric-V, a senior co-ordinator who's rumoured to be on the verge of promotion to High Programmer. When she realises the Troopers are here to terminate her, Una-B's tactic is to stay in the meeting for as long as possible, gambling that no IntSec Trooper is going to dare disturb Cedric-V by barging in. The Troopers must either incur the wrath of Cedric-V, or find a way to eliminate Una-B quietly.

Maintenance & Repair Co-Ordination Office: This dingy Tech Services office is surrounded by a queue of hundreds of citizens; the queue snakes out the door and runs around the office twice. Any housing maintenance – fixing a leaky shower-head or getting a replacement mattress – must be requested through this office. Some of the clones in the queues have waited months for someone to stop the incessant clanking noise from the pipes and have gone quite mad. If the Troopers delay repairs still further by blowing away one of the clerks, they'll have a riot on their hands.

Project SHIFT: Another R&D lab, this one centring on opening rifts in space-time using an artificially generated naked singularity, a small amount of anti-matter and a very long spoon. The two targets here are both suspected of spying for Creatures from Beyond Space and Time. Bizarrely, this is true in one case – Terry-Y-ITH is a brain-swapped victim of things from beyond. Gordon-O-FRM is the project's sacrificial lamb; his job is to walk up to the naked singularity with the anti-matter on the magnetic levitation spoon. Unfortunately, the Troopers show up just as he's about to head into the portal chamber.

Unless the Troopers act very quickly, Gordon-O vanishes into the wibbly-wobbly dimensional portal. He's still alive on the other side, wherever that is. If you've got a copy of Human Occupied Landfill or Tales from the Floating Vagabond lying around, then maybe it's time for a crossover. Or maybe Gordon-O ends up in the Dimension X of Orcbusters. Or, failing all that, somewhere distinctly unpleasant with a lot more angles than a sane place should have. He's still alive over there, though, so some brave Trooper is going to have to go in after him.

Terry-Y-ITH is armed with a bizarre cobbled-together weapon that looks a little like a camera. It shoots blasts of lightning (W2V, AP). He's also got a unique mutant power that allows him to transfer his mind into the body of anyone nearby. This body swap lasts only a few rounds – unless his original body is destroyed, in which case his mind takes up permanent residence in the new host. The victim of his Body Swap power instinctively knows that he'll be returned to his real body in a few rounds – all he has to do is survive.

Strategic Resource Depot: The strategic resource in question is nuclear waste. There are dozens of time-locked bunkers here. As soon as the Troopers turn up, Mungo-R-ANT emerges with his hands up. *'I knew you'd get me one day,'* he says, *'but if you're here for me, you must be after Antaeus too. If you let me go, I'll tell you how you can get him safely.'*

Mungo-R-ANT and Antaeus-R-ANT were on the same Troubleshooter team a few yearcycles ago. Their team discovered that Bunker 8 isn't filled with nuclear waste; it's actually packed with the treasures accumulated by a High Programmer. Rather than report this, they faked their mission report and arranged for Mungo-R to get assigned to the depot. When the time-lock on the High Programmer's bunker comes close to opening, Mungo-R's supposed

to tell the others and Antaeus-G is the only other survivor of the team.

So, if the Troopers let Mungo-R go, he'll call Antaeus-G before skedaddling. Antaeus-G will show up, the Troopers get to terminate their man *and*, if they want, loot the contents of a High Programmer's secret vault. At least, that's the theory. If they try this, then Antaeus-G shows up in a tank and the vault turns out to contain two empty beer bottles and a skeleton with a fossilised moustache.

Armed Forces Fort: The Armed Forces have their own Political Office who deal with dissent and treason in the ranks. Internal Security Troopers are about as popular in an Armed Forces base as a two-headed clone at an Anti-Mutant rally. Put every possible bureaucratic barrier in the Troopers' way and have everyone they meet make it clear that a) the Troopers aren't welcome, b) they're being told this by people who are really heavily armed and c) did they know they're not welcome here. Once you get tired of redirecting them onto firing ranges, Antaeus-G shows up in a tankbot screaming 'you'll never take me alive!' and other clichés.

Antaeus-G isn't the most subtle of foes – he's got a tankbot, after all. After blasting the Troopers for a while, he heads to the exit to Outdoors to start his new life (unless the Troopers haven't dealt with Mungo-R and the Strategic Resource Depot yet, in which case he heads there first).

[[[CLASSIFIED]]]: Whatever the cryptic purpose of this office is, the Troopers will never know. The office is crammed with hundreds of thousands of test-tubes, each of which contains a very small cubical segment of human brain. They're all labelled with the names of citizens (including the Troopers). If threatened, Franklin-I tries to bluff his way out using voodoo.

Hubert-U-KNO's Mansion: The target, Peter-V-HRD, is the High Programmer's

6. MANDATORY BONUS DUTY

butler. How do the Troopers terminate him without annoying Hubert-U? The High Programmer isn't especially *fond* of Peter-V – in fact, after Peter-V spilled the wine last night, the High Programmer signed the termination order – but Hubert-U certainly does not want a bunch of clod-footed Troopers stamping around his palatial mansion. Peter-V communicates with the Troopers via the doorbot and never shows his face to them if he can avoid it.

Hubert-U-KNO's doorbot: A Typical Conversation

Trooper: Let me in.

Doorbot: Frightfully sorry, sir but Hubert-U-KNO is not receiving visitors

at this point. Would you like to make an appointment?

Trooper: I've got a termination voucher here for Peter-V! Let me in, in the name of The Computer!

Doorbot: One moment, sir. I shall see if Peter-V is available...

Trooper: Well? Open up.

Doorbot: A moment, please, sir. Could I serve you some refreshments while you wait?

Trooper: Just let us in.

Doorbot: Mr. Peter-V-HRD regrets that he is busy serving High Programmer Hubert-U-KNO and will be unable to attend you. Would you like to make an appointment?

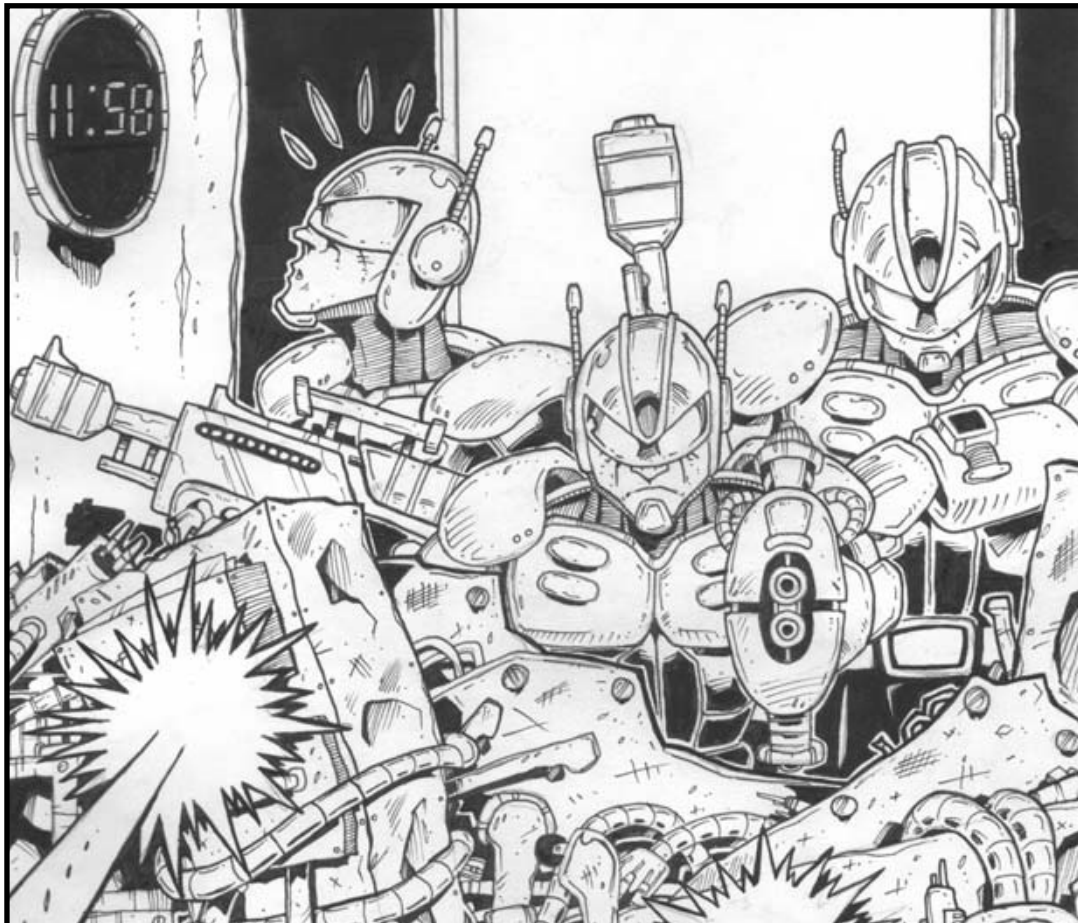
Uh-oh

Tension 12

Once you tire of the Troopers picking on unfortunate citizens, it's time to give them a taste of their own cone rifles.

Beep beep beep. Another list of targets is downloaded to your helmets. The names on this list are... oh dear.

The names on the list are those of the Troopers. Let them speculate about why they're being terminated – maybe the list was hacked, or there's a Secret Society assassin in CPU, or maybe their past treasons were noticed but not



Termination Deadline.



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punished. Maybe one of them arranged for all this. Maybe it's a glitch and they can sort it all out if they contact Central.

If they try calling Central, then the dispatcher tries to keep them on the line for as long as possible so she can trace their location. She'll insist that this minor bureaucratic snafu will be cleared up very quickly, that they should just stay there and... has anyone shot them yet? No. Well, keep staying there...

There are two possibilities from this point.

Possibility 1: The Troopers run and hide until the end of the daycycle, when all the warrants expire. They're pursued by other IntSec goons.

Possibility 2: The Troopers start trying to kill each other. To be honest, this is the most likely result but for the sake of completeness, we'll cover the other option too.

Run Away!

Remember all those Troopers in the queue back at the Armoury? Or Darla-B and her team? Or all the Troopers and other IntSec personnel in Central? They're all trying to kill the PCs.

Reward clever plans to dissuade or avoid pursuit; punish boring solutions like 'we hide in the sewers'. The pursuers have all sorts of handy forensic gadgets to track down the Troopers, so staying still is a suicidal tactic.

Use the Tension of a location as a guide for how long it takes IntSec to track down the PCs. The lower the Tension, the longer it takes. Throw a heavily armed bunch of thugs at them whenever they get caught. Use the same nasty tricks and sadism that the players no doubt employed against the Non-Player Characters on the first two termination lists.

Likely hiding places or tactics:

Er, a Corridor or something (Tension 10): A brilliant tactic, worthy of Napoleon. Right up there with 'milling around in confusion' or 'sitting down and having a sandwich' as a tactical option.

In The Sewers (Tension 5): Welcome to the sewers of Alpha Complex! Enjoy your stay. There are many things here that want to eat you, along with rogue bots, mutants, traitors and sundry deathtraps and hazards. Have you packed a 10-foot pole and a lantern, dungeoneer?

Our Quarters At Central (Tension 3): Actually, this isn't a half bad plan. No-one's going to look for a traitor on the run at his own quarters.

Wait, no. That's actually a terrible plan. The quarters themselves are fine but getting there means going through IntSec Central. Do the players have a plan for breaking into Central?

Outdoors! (Tension 0): One of the best places to hide, really. However, once the characters go outside, the responsibility for terminating them is transferred from Internal Security to the Armed Forces, which means it'll soon start raining nukes.

With Our Secret Society Pals (Varies): Excellent! Another fine plan. Do you have any IOUs to call in? No? Then what can you do for us, first?

At The Tone, You Will Be... Alive

To survive, the Troopers need to stall until the termination warrants expire. If they reach that blessed state, then they get to go back to Central and work alongside all the people who were trying to kill them a few minutes ago. It's not their fault – the paperwork told them to do it.

The First List of Terminations

+++TERMIINATION TARGETS +++	
Lawrence-R-UDC	Steely Wheely Ball Bearings
Camille-Y-ACK	Steely Wheely Ball Bearings
Jody-O-FCK	Food Vat 32
Maggie-SMP	Food Vat 32
Colin-R-ASP	Food Vat 32
Nic-O-DMS	Power Tracking Registry
Fred-R-ICK	Power Tracking Registry
Olive-G-SNS	Corridor Painting Services
Ted-Y-RVS	Corridor Painting Services
Zot-O-ZOT	R&D 'Eugene-V-ARP Memorial Lab'

The Second List of Terminations

+++TERMIINATION TARGETS +++	
Morag-G-IZA	Archives Department, CPU
Una-B-GUD	Compartmentalisation Department
Ben-B-AGH	Maintenance & Repair Co-Ordination Office
Sam-G-ORE	Maintenance & Repair Co-Ordination Office
Gordon-O-FRM	R&D Project SHIFT
Terry-Y-ITH	R&D Project SHIFT
Mungo-R-ANT	Strategic Resource Depot 19-A
Antaeus-G-ANT	Armed Forces 'Fort Vigilance'
Franklin-I-RKD	[[[CLASSIFIED]]] (Room 82, Corridor 642, Level 8)
Peter-V-HRD	Domicile of Hubert-U-KNO

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Termination Quota Exceeded

TRUST THE COMPUTER! THE COMPUTER IS YOUR FRIEND!

Your termination quota's exceeded, but your happiness index is still way down in the doldrums of despair, and your loyalty index ain't looking too good. Total Security means that everything's tracked and monitored, including your own dwindling chances of survival. There's a whole sector of traitors out there, and your gun won't fire until the next business day. You've got the BLUE clearance blues. A 32-page mission for IntSec Agents.

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