

PARANOIA

PLAYERS HANDBOOK

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BRAVE TROUBLESHOOTERS AND CITIZENS OF ALPHA COMPLEX: Anthony Wright (Ant-R-GCC-5); Peter Endean (Peetey-B-BRU-5); Manar Hussain (Blue-B-SKY-4); Carl Schelin (Carl-B-GDE-4); Marian McBrine (Mary-I-MAC-1); Billy Darios (Basil-V-FIN-3); Bruce W Skakle (Brooce-B-HRO-4); Oliver Facey (Arkell-V-PDM-9); Rob Hansen (Rob-R-IES-6); Paul Bird (Paul-B-IRD-1); Frédéric Pochard (Freder-I-POC-4); Jordan Theyel (Jordan-G-LOW-4); Chris Mouchel (Bjorn-Toby-B-OLD-6); Carl White (Anders-B-DUK-2)

HIGH PROGRAMMERS: Andrew MacLennan (Ander-U-MAC); Thomas Bender (Lord-U-BER); Sawada Taiju (Taij-U-YAP); Grant Woolcott (Psyk-O-KOW); Liz Mackie (Liz-U-CRO)

GRATEFUL THANKS TO: Cat Tobin, Gareth Briggs, Garrett Crowe, Tom Pleasant, William Mckie, Luke Hawksbee

EQUIPMENT CARDS: Friction Enhancer by James Petts; Laser Tripwire by Mathieu Pasteran; Foam Grenade by Chris Fletcher; K@ Companion Bot by Garry R. Page; Hygiene-O-Matic 9000 by Augustus Golden; U.B.T Hypersense Device by Gabriel Preston; Casey B's Bombaboos by CKC; Fake Moustache by Ryan Sosa

GENTLEMAN TONE CZAR: Ken Rolston

**START WITH THIS BOOK TO BECOME
A PROUD TROUBLESHOOTER OF ALPHA COMPLEX**



The Computer endorses and approves this Celebration of the Selfless
Labours of this list of Citizens and Condemned Traitors

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HOW TO BE A TROUBLESHOOTER

- SECTION 1

This section of the book will teach you how to create a *Paranoia* character in the world of Alpha Complex, explain what they can and can't do and show you how to do it. It'll explain how to investigate crime and terrorism, how to fight people and destroy things, what happens if your character is hurt and how to improve a character's abilities and status.

But what does all that look like?

Seven players have gathered to play *Paranoia*. They are:

Anthony Wright, playing Ant-R-GCC-5
Peter Endean, playing Peetey-B-BRU-5
Manar Hussain, playing Blu-B-SKY-4
Carl Schelin, playing Carl-B-GDE-4
Marian McBrine, playing Mary-I-MAC-1
Billy Darios, playing Basil-V-FIN-3
The Gamesmaster (GM)

The plot so far: Evil terrorists have somehow scrambled the security clearances of all citizens, causing widespread chaos. The Troubleshooters, who are also affected by this, are helping High Programmer Lord-U-BER to a safe terminal where he can restore the system from a backup copy he keeps in his head. At present they are wading along a Warm Red Soup duct on their way to sector BER.

GM: Who's in the lead?

Everyone except Ant-R: Not me!

Ant-R: Not... not fast enough. I suppose it's me.

GM: Make a roll on Brains + Guns

Ant-R: Okay, my NODE is three. (He rolls three dice plus the Computer dice.) 2, 2, 4, 6. One success.

GM: You hear a faint noise from ahead down the tunnel, a sucking thunk, but you can't identify it.

Peetey-B: Is it a tunnel squid?

GM: You didn't hear it, you can't tell.

Ant-R: The Computer would want us to move on. We move on.

Blu-B: Wait a minute, I'm team leader. I decide if we move on. And the Computer would want us to move on, so we move on.

(Everyone agrees with Blu-B's strong leadership and firm decision-making.)



GM: As you move on, there's a crash. Something shatters the heavy lantern that Carl-B is carrying. Everything goes dark. Ant-R, you realise that the noise was the unmistakable sound of a gauss rifle being cocked under soup.

Carl-B: I start shooting!

GM: It's dark.

Carl-B: I have one point of Moxie left so I'm feeling really tense about things. The laser bolts will light up the tunnel. I'm going to shoot stuff.

GM: Make a roll not to destroy anything important.

Carl-B: Violence plus Guns gives me a NODE of four. (He rolls four dice plus the Computer dice.) Uh oh.

GM: Did you roll a Computer? That means you've lost your last point of Moxie. You've lost it and you're freaking out. Anyway, you definitely hit something. There's a crash and a siren starts going off somewhere far away. Nearer to you, a voice in the darkness shouts: 'Stop firing! We're on a mission from the Computer!'

Mary-I: 'No, WE'RE on a mission from the Computer! And we've got a High Programmer with us!'

GM: The voice shouts: 'Oh yeah? Well we've got High Programmer Lord-U-BER, the best High Programmer!' Another voice shouts: 'Yes! Stand down, Troubleshooters, so that I, the best High Programmer, may pass!'

Mary-I: Wait, that's not- I turn to look at Lord-U-BER.

GM: It's dark, you can't see anything. Carl-B, you are in a fragile mental place.

Carl-B: It's dark and warm and smells of soup. I imagine I am back in my clone vat.

GM: Fair enough.

Blu-B: Does anyone have a light source? The Computer would want us to have a light source.

Basil-V: I'm the Equipment Officer. Can I rig a power-pack to overclock the glowy readouts on the Geiger counter to create light? Mechanics plus Engineering.

GM: Sure, but you're in the dark so it's going to be harder.

Basil-V: (rolls dice). One success is not going to be enough, is it?

GM: No. The Geiger Counter is making a noise, however.

Mary-I: I ask the Computer to download a nightsight software package to my Cerebral Coretech.

GM: It's 200 XP points

Mary-I: Sold.

GM: One 0WL1-ZX dark-vision sensor pack installing. I'll tell you when it's ready. The siren is getting louder. The voice down the tunnel shouts: 'Are you going to let us past?'

Carl-B: 'Show us your Lord-U-BER! so we can compare them' I shout.

Ant-R: Oh great, now they know we have a Lord-U-BER too.

GM: 'We can't show you anything, it's dark!' Mary-I, your upgrade has installed.

Mary-I: I look down the tunnel. What can I see?

GM: Three figures. Your Cerebral Coretech clearly identifies one of them as being Lord-U-BER, on his last clone. Siren's quite loud now. The three figures are turning away from you and firing at something away down the tunnel.

Mary-I: I look at our Lord-U-BER.

GM: You don't have a Lord-U-BER any more. Instead, you have two Blu-B-SKYs.

Carl-B: One of them is clearly a mutant traitor! I'm freaking out even more! It's fifty-fifty. I shoot both of them to be sure.

Peetey-B: I shoot Carl-B before he can shoot either Blu-B.

Blu-B: I dive under the soup, report on the situation to the Computer and ask for guidance.

GM: None of you except Mary-I can do anything because you can't see what's happening but the duct is suddenly flooded with welcome light – as a massive duct-maintenance bot sweeps towards you, its siren blaring, pushing a tidal wave of Warm Red Soup, the other Troubleshooters and what is probably Lord-U-BER towards you. Everyone make a Violence + Athletics roll.

Carl-B: Mmm, soup.

THE CHARACTER SHEET

The characters are at the heart of any role-playing game and at the centre of every character is their character sheet, a document of who they are and what they can do in the game. These names and numbers do not exist in the game-world, except that they sort-of do but we'll cover that later.