

PARANOIA

GAMESMASTER'S R&D SERVICE BOOK



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THIS BOOK IS FOR PEOPLE RUNNING PARANOIA. NOT PLAYERS.
STOP TRYING TO CHEAT. IT MAKES THE COMPUTER CRY.

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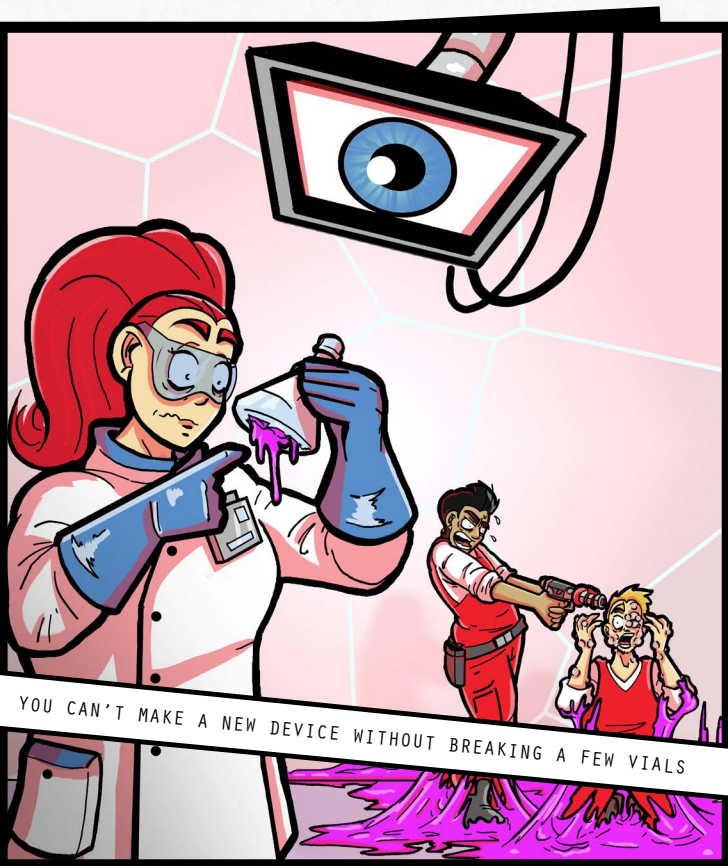
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WARNING
CLEARANCE LEVEL VIOLET

INTRODUCTION

WARNING

This book is for Ultraviolet clearance only and restricted to Gamemasters looking for new ways to give players hope before destroying it in a massive explosion heard three sectors away.



Hello Gamemasters! In your hands you hold the *GM R&D Service Book*, a deep dive into one of the most beloved (by GMs) and feared (by players) service groups in Alpha Complex, Research & Design. Here, you'll find:

- **How R&D Works:** Why R&D exists, how experimental projects get approved, what bots do there, unique challenges to security and how GMs can use this in missions.
- **How R&D Does Not Work:** The real story behind this service group, including why it really exists, challenges from resource scarcity, dealing with failure and again how to use all this in missions.
- **R&D Plug-N-Plays:** Five ready-to-use locations to drop into any mission, such as the terrifying Testing Centre and the equally terrifying Hazardous Waste Disposal site. If your players want to visit R&D, simply plug these rooms into your mission to look like you prepared for everything.
- **R&D Staff:** Seven NPCs in the R&D hierarchy that Troubleshooters might need to deal with, from the lowly Intern to a nearly-all-powerful Director. Some only have a few mental illnesses! As with Plug-N-Play above, these give the impression you laboured tirelessly for your players when all you did was point at a page and say, 'Yep, that's who you see before you'.
- **TIRDA:** With new rules called the *Troubleshooter In-field R&D Adjunct*, players can combine Equipment cards mid-game to create an experimental device of their very own! And these sometimes even work without creating a crime scene requiring hazmat suits!

R&D is where people invent the future. Sometimes, that future does not involve screaming – unless The Computer needs screaming.



SERVICE GROUPS 101

A BRIEF GUIDE TO WHY ALPHA COMPLEX SOCIETY IS THAT DYSFUNCTIONAL

On **page 123** of the *Paranoia Gamemasters Handbook*, you will find a brief explanation of service groups. 'Brief' is the key word. The Computer thought people were wasting electrons by typing too many words, so the World Famous Game Designers could not explore the concept too deeply. Thankfully, The Computer has loosened that limitation for this book.

When The Computer created the utopia known as Alpha Complex, it feared citizens would be seduced by treasonous ideologies like Communism or l33tsp34k. To prevent that, The Computer assigned every citizen a job based on their ability. These jobs were organised into collections called **Service Groups** so things would be more efficient. Think of them as industries with leadership, traditions and ranks. All citizens (save for Troubleshooters, see below) belong to and work for one of these groups and these provide people with a sense of purpose and more rules to get arrested for violating.

Resources are notoriously scarce in Alpha Complex these days. That means Service Groups have to fight each other over budgets and supplies. Since this is a perfect utopia, such fighting cannot be overt. Instead of gun battles, you have blamestorming sessions, passive-aggressive vision statements and office politics so harsh that even Tammany Hall would bow down to their superiors.

This also means Service Groups have a thick, jagged line between 'That's our responsibility, back away slowly' and 'Ain't my job, screw you'. The first comes from a fear of being useless. If Power Services cannot stop rolling blackouts, do they really need all those resources? Maybe it should be given to Technical Services and see if they can keep the reactors online? The second comes from resource scarcity. IntSec is not going to waste energy and man-hours on protecting an Armed Forces barrack. Not their job, not their budget line.

Below, you will find each Service Group's name, official mission, actual mission, which groups they hate and a description.



ARMED FORCES

Official mission: Protect Alpha Complex from traitorous armies and defeat them in battle.

Actual mission: March in parades, move things needlessly from one spot to another, train for a fight that might never come and get more resources than other Service Groups because this one is most important.

Rival Service Groups: Internal Security.



This is the army, navy, air force, special forces and latrine cleaners of Alpha Complex. From front-line grunts to 12-star generals, members of Armed Forces are ready to fight a giant Traitor Mutant Army that does not, in fact, exist. That means they spend most of their time planning, training, exercising and cleaning. But that gets boring fast, so they threaten civies and look down on them with technically-concealed disgust. They also march in parades. A lot.

They see themselves as brave, stalwart defenders of loyalty and civilisation. Without them, Alpha Complex would fall to the traitors! They particularly hate Internal Security since they are both tasked with protecting Alpha Complex. Armed Forces thinks they are a bunch of thin-skinned coppers who could not win a fight against dead terrorists. Everyone else? Worthless but at least they are not below worthless like IntSec.

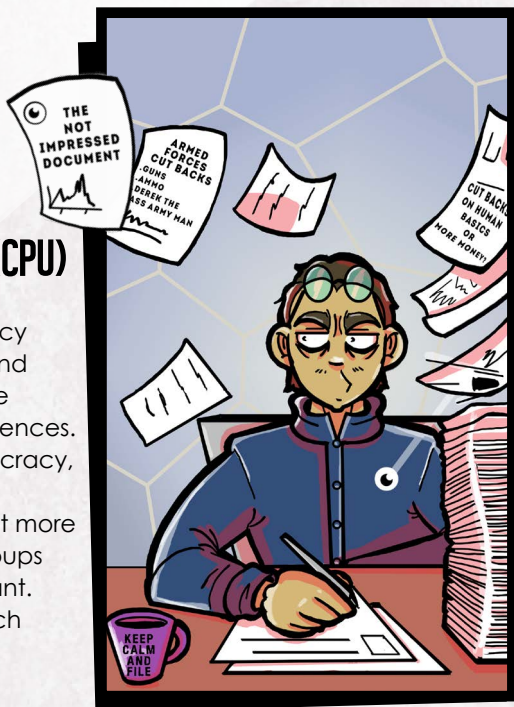


CENTRAL PROCESSING UNIT (CPU)

Official mission: Collect data to organise life to maximise efficiency and safety, and both develop and enforce mandates to encourage loyalty and provide just consequences.

Actual mission: Feed the bureaucracy, launder XP Points, create new mandates for everything and get more resources than other Service Groups because this one is most important.

Rival Service Groups: Pretty much every one.



Imagine the worst paperwork-filled bureaucracy in history, then add poor training and occasional gunfire. That is a fair description of CPU. Efficiency auditors, census takers and desk clerks make the bulk of this group. They try to improve efficiency in all aspects of life (including walking, using bathrooms and even dying) and they create mandates that enforce this efficiency. They hate paperless forms and long for the day when everything was printed in triplicate, stapled and lost in a file cabinet somewhere. For almost anything that happens in Alpha Complex, they have a form for that. Sometimes, several.

While they do not exactly have rivals, they certainly irritate everyone with their zealous adherence to the letter of the law. The upshot is everyone dislikes CPU and, in turn, CPU dislikes everyone else. There is a definite siege mentality pervasive to this Service Group. All they want is to measure and improve things. Why people do not let them do whatever they want is both appalling and confusing.

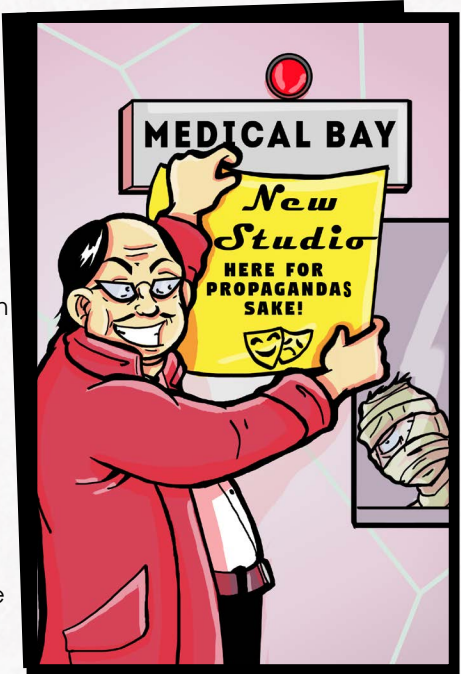


HOUSING PRESERVATION AND DEVELOPMENT & MIND CONTROL (HPD&MC)

Official mission: Create and maintain Alpha Complex and entertain citizens so they stay loyal and happy.

Actual mission: Spelunk, make new mansions for high-clearance citizens, take down hospitals and cafeterias for the space, try not to let video productions get everyone killed for treason and get more resources than other Service Groups because this one is most important.

Rival Service Groups: PLC.



If it sounds weird that one Service Group is responsible for building Alpha Complex and creating propagandatainment, that is okay because it is a little weird. No one is sure how these objectives came together but like the quite popular Choco-Shrimp flavour in Vita-Yum bars, it is too late now. HPD&MC will build roads, buildings, rooms, elevators and more, all while creating Teela-O videos, anti-mutant pamphlets and ARE THEY TRAITORS? pop-up adverts. This group is often accused of treason for either having 'creative types' on the payroll or not knocking down that children's hospital so a High Programmer can have a third squash court. The Computer believes (*er, knows for a fact*) that entertainment is the infrastructure providing happiness and security, so HPD&MC gets away with small acts of treason that would be punished in other Service Groups.

Because they are also responsible for building a transportation network, PLC hates this group. Between roads that are more pothole than not and suddenly walled-up transbot tunnels ('Pardon Our Dust But Build We Must, Now Piss Off'), PLC has trouble restocking their warehouses and stores. And since HPD&MC needs tools and electronics to build and record, they hate PLC.



INTERNAL SECURITY (INTSEC)

Official mission: Enforce the law, identify and arrest traitors to protect Alpha Complex from itself.

Actual mission: Gather blackmail, beat people, swagger around, beat more people, quote obscure and imaginary laws, beat people again and get more resources than other Service Groups because this one is most important.

Rival Service Groups: Armed Forces, CPU.



IntSec is both the police and secret police of The Computer (there is no distinction here). Known for their unique monocular helmets, everyone fears this service group – and for good reason. If they label you a Citizen of Interest, there are many, many black sites where you will lose days, if not motor function, being beaten until you confess. Do not worry about what exactly; the coppers will figure that out later.

This group hates Armed Forces because they are both tasked with protecting Alpha Complex and IntSec considers soldiers to be poorly trained, unfit and actually insane (kinda accurate, really). But they also hate CPU because their mandates are a little too close to laws, which is IntSec turf.



POWER SERVICES (POWERSERV)

Official mission: Generate and safely distribute power throughout Alpha Complex

Actual mission: Stop ageing reactors from going critical, schedule brownouts so high-clearance citizens are not inconvenienced, replace light bulbs using 17-clone teams and get more resources than other Service Groups because this one is most important.

Rival Service Groups: Technical Services, HPD&MC.



Power is always important to a city. When that city is mostly underground and run by a sentient program that can and will order your death if you even look at its code, it becomes vital. That is the purpose of PowerServ: To keep the lights on. That means more than just running power plants (and making sure no one steals the uranium fuel rods). It means running gigametres of wiring, adding just the right amount of mercury to light bulbs and hiding from irate citizens when an entire sector goes dark thanks to one blown fuse.

These citizens have an intense rivalry with Technical Services over one thing: Batteries. They both claim the sole right to make and recharge batteries, which has led to literal fighting in the streets. But since HPD&MC is always knocking walls down, they are also cutting power lines. Guess who gets the blame?



PRODUCTION, LOGISTICS AND COMMISSARY (PLC)

Official mission: Make and distribute supplies needed to support Alpha Complex such as guns, clones and foodstuffs.

Actual mission: Make crappy products and sell them at very high prices, keep higher-ups happy with rare items, prevent too many things from falling into open food vats and get more resources than other Service Groups because this one is most important.

Rival Service Groups: HPD&MC.



Citizens need food. Citizens also need to not riot out of boredom. This is where PLC comes in to save Alpha Complex. They grow (and recycle) all food in Alpha Complex, from the grass-fed beef for Ultraviolets to the Soylent Black and Cold Fun for the Infrareds. But it is not all secret barnyards and uncovered food vats. PLC also makes non-experimental items for their stores and shops. Even the infamous 'Big' Bob-Y's Buyatorium, home of the 'Buy One Get Lost' sale, is a PLC operation. That means PLC depends a lot on resources, which also means they have a million excuses for why something is not in stock.

They often vie with HPD&MC for space and resources, so the two are not exactly friends. That and HPD&MC keeps ruining their efficient distribution network. When a truckbot is blocked by a brand-new wall, PLC will often make a tunnel right there and then.



RESEARCH AND DESIGN (R&D)

Official mission: Develop new technologies to improve Alpha Complex and win the war on treason.

Actual mission: See what happens when you do that, push the limits of science and plausibility, blame others for not breaking physics and get more resources than other Service Groups because this one is most important.

Rival Service Groups: None really but kinda everyone.



People think R&D is home to mad scientists and still-warm craters. That is very true but it takes an army of clerks, janitors and test subjects to make experiments happen. But they are all pushing the limits of physical laws and safety to develop new, wonderful... well, things to make a perfect Alpha Complex that much more perfect. Weapons, software and more come from R&D. Some even work. A few provide loopholes in the laws of physics, not-unpleasant surprises and even unlimited power. Sure, it might be uncontrolled as well but testing will sort that out eventually.

Other Service Groups have no rivalries with R&D. They would rather pretend this group does not exist, or at least stand far away in a protective bunker. Yet everyone knows their stuff explodes, ignites or releases neurotoxins, so all the other groups are not exactly pleased when they have to work with R&D.



TECHNICAL SERVICES (TECHSERV)

Official mission: Maintain and repair all machines (including bots) and help recycle precious resources.

Actual mission: Carefully clean server farms, collect bribes for even tiny repairs, hide broken stuff behind some duct tape and get more resources than other Service Groups because this one is most important.

Rival Service Groups:

Power Services, CPU.



This group is responsible for repairing and maintaining everything in Alpha Complex that is not human or Friend Computer (only High Programmers can repair The Computer). They are called to fix HVAC systems, rogue bots, traffic signals, torn jumpsuits and pretty much everything else. That means they are overworked, under-supplied and often a hair's breadth away from going postal.

TechServ absolutely loathes Power Services because it has never been clear who owns the rights to batteries. But they also dislike CPU because those officious clowns keep demanding TechServ 'repair' things to match whatever new mandate they just made up.



Pov, R&D

So, how does R&D view all these groups? Officially, R&D loves each group equally but slightly less than they love Friend Computer. Unofficially:

- Armed Forces: 'Soldiers are too stupid to test our weapons correctly but they make failed experiments blow up nicely so have their uses.'
- CPU: 'They have a ton of data from all over Alpha Complex, which is useful when designing an experiment. But they also overanalyse things and don't know how to let things fall apart.'
- HPD&MC: 'We like their rooms. We dislike their vids. Besides, the only thing that should control a mind is a software implant we've designed!'
- IntSec: 'Always nice to have some prisoners for our more... involved experiments but sometimes you need to commit a little treason for SCIENCE!'
- PowerServ: 'As long as they keep power flowing, we don't care about them.'
- PLC: 'Who cares about a bunch of delivery people and factory workers? Just keep our supply room filled and there will be no problems.'
- TechServ: 'As long as they keep the machines working, we don't care about them.'
- Troubleshooters: 'Free testers who cannot complain about being given half-broke, fully dangerous experimental devices? I'll take six, please!'

Speaking of Troubleshooters, where do they fit into all this? They do not belong to any Service Group. Some say that is because Troubleshooters fail so often that no one wants them on their group's spreadsheets. That is partially correct. It is also true that Ultraviolet citizens, the beloved but actually just feared High Programmers, use Troubleshooters in their never-ending power struggles against each other. High Programmers are beyond mere Service Group concerns, so their favourite tools are as well.



HOW R&D WORKS

The Purpose of R&D

Friend Computer already provides everything a citizen of Alpha Complex could possibly need, want or imagine. But in its wisdom, The Computer understands mere clones have trouble needing, wanting or imagining anything beyond their next ration of Cold Fun, never mind *the future!*

That is a problem because terrorists never stop trying to create a new technology, work-around or undetectable bomb. If Alpha Complex does not develop new technologies of its own, then the traitors will win (or the mutants. Or the terrorists. Or all three). Citizens need help staying one step ahead of the enemy or surely they will fall behind.

Thus, Research and Design. Known as 'R&D' or 'That place where loud booms come from', this Service Group is tasked with discovering the future in real time, letting experiments tell them when technologies and devices of the future become the tools of the present. Also, letting millions of XP Points go to boondoggles where the only thing new they create are fake budget lines.

In this capacity, R&D serves Alpha Complex as it brings all of humanity skipping merrily into the future at a rate faster than one second per second. But why not be content with today? Simply because there are too many traitors out there pushing the limits of science with their nefarious, often math-based researches and experiments. In other words, R&D exists to improve things for Alpha Complex, Troubleshooters and loyalty's sake.

R&D is for Alpha Complex

The clever boffins in R&D have developed countless products to improve the quality of life for every spectrum of citizen (but more so with high-clearance citizens because they have access to heavily armed goons), which in turn helps citizens stay happy, productive and loyal. Citizens who enjoy new Hot Fun flavors like 'E-Curr-E?' and new weapons that only backfire when not used as directed have R&D to thank for these exciting new ways to become even happier.

From security to morale-boosting foodstuffs, if it made life better, R&D made it happen. And if it made life worse, it was user error.

R&D for Troubleshooters

Troubleshooters should be especially grateful for the hard work of their buddies-on-the-other-side-of-the-safety-glass at R&D. As part of Alpha Complex's defence against treason, Troubleshooters need state-of-the-art equipment, weaponry and defences. R&D does not shirk in providing these tools of the Troubleshooter trade, even if that means ignoring safety mandates or reports of spontaneous fires.

It is a symbiotic relationship. R&D provides experimental gear so Troubleshooters have new things to shoot with. Troubleshooters field-test the gear, providing detailed feedback and/or posthumous evidence so the next generation of device works less awfully (or at least justify a bigger budget request for next quarter). And on and on the cycle goes until the body count is too high to hide anymore.

R&D for Loyalty

Some say the purpose of any research is to serve the ends of pure science and that discovering more about the world is its own reward. Those people are now in re-education camps. The Computer already has the facts and insights it needs to ensure Alpha Complex is a utopia but its people are often led astray by evil traitors.

R&D is the crossroads where science and loyalty meet, often head-on. All R&D project reports include a line that asks, 'How does this improve loyalty?'. The answer is usually, 'Not getting shot by the Indigo-clearance citizen who wants a combination floor wax and dessert topping would sure increase my loyalty!'.

A Brave New Complex

Every day, the brilliant and courageous clones of R&D bring a perfect Alpha Complex of today closer to the more-perfect Alpha Complex of tomorrow. Current estimates suggest we will reach tomorrow late in Year 214, although it may come sooner. Until then, R&D will be hard at work pushing the envelope of what humanity knows so citizens can be happier, healthier and more loyal.

Fine, maybe not 'healthier' until after all the bugs have been found.

How Projects Get Approved

Every citizen in Alpha Complex relies on equipment produced in the Research and Development department but few know how the process works. Fortunately, for readers not interested in spending a week in the Re-Education Creche, this explains the basics of the process.

It All Starts With an Idea

R&D does not start in the R&D department. Far from it! Most of the projects that R&D works on started with a perfectly average citizen, thinking to himself 'I know how I can make life in Alpha Complex better!'. Then, after the re-education camp vacation, the citizen correctly thinks to himself 'Life in Alpha Complex is perfect but I know how to make it differently perfect'.

Every citizen of Alpha Complex is a vital and replaceable cog in the vast machine, each with a unique perspective on how things work. That is why there is a Suggestion Station in every sector where citizens can submit their ideas directly to R&D. Once it reaches R&D, staffers quickly print them out and burn them to make sure they have room for whatever cockamamie idea comes down from high-clearance citizens. ('I am bored. Design me something clever or I'll have you turned into a doorstop. There's a good boffin.')

This is not done solely for fear of punishments. Most citizens have no idea how science works (or physics, chemistry, metallurgy, plastics, electronics...). Their suggestions are often impossible, such as a laser that only burns traitors or a Cerebral Coretech with easy-to-remove components. If they are burned up, no one knows it exists and R&D does not have to literally break the laws of physics.

But sometimes an idea from the lower-clearance citizens has actual merit. These do not get burned. Instead, they get bundled with the high-clearance 'suggestions' and put into the Pile.

The Pile is a curated database of projects and experiments. Friend Computer uses a bare fraction of its limitless intelligence to organise all of Alpha Complex's potential R&D projects in accordance with their value, moral character and feasibility, all according to an algorithm that looks random to those who are not intelligent enough to understand it.

Note: The Famous Game Designers working on this included a Suggestion Station Form at the end of this book. Print it and torture players with it!

Putting a Team Together

At the beginning of each work period, all R&D team managers in need of a fresh assignment come in to the Job Assignment Annex to see what's on top of the Pile.

Because projects can only be pulled from the top of the Pile, there is often spirited debate between the team managers. This is especially true when the Pile contains high-clearance ideas that appear to be too costly or vague ('can we convert all the screaming into electricity?' or 'You know the Moon? Like that but in my house'). The winner of the spirited debate has the honour of distributing the projects from the Pile database to their unconscious colleagues.

At this point, the job assignment is a resource; a team manager may trade away an exciting project to earn the good graces of a higher-clearance colleague or trade an easy job in return for any number of despicable but helpful favours. This trading process can last for weeks and a particularly cushy or onerous project might pass through a dozen different managers before it finally reaches someone who actually starts working on it.

Meanwhile, team managers are also busy assembling their teams. Technicians are hand-selected by their team leaders, which means that even as jobs are traded throughout R&D, technicians are engaged in a

furious bout of bootlicking in the hopes of ending up working on a project that will not kill them. The practical outcome of this is that the group of technicians who ultimately work on the project is rarely if ever representative of the project itself.

Then comes the fun part: Finding resources. You cannot build something out of nothing, despite the questionable results of Philo-B-DMD's zero-point manufacturing experiment (the affected sectors should be habitable in roughly 24,000 yearcycles). It is not that R&D does not have resources to build or explode stuff. R&D faces shortages like the rest of Alpha Complex, but it has things hidden in storage facilities. The tough part comes from R&D's internal bureaucracy. Forms are needed for almost everything and woe betide the team manager who does not put something in every box.

The project's team becomes a melange of citizens with unrelated specialties – a plasma tech, a Coretech programmer and an approved-fun comedian come together to develop a jumpsuit with extra pockets. This is not considered to be a flaw in the system because it encourages technicians to tackle projects from unexpected directions, such as augmented reality pseudopockets or pockets that laugh whenever you put something in them. It is also common to see bold interpretations of seemingly unambiguous terms, such that a jumpsuit containing a 'pocket' of superheated plasma technically fulfils the job's mandate.



THE R&D PHYSICS TWISTING COMMITTEE COLLABORATING ON A NEW PROJECT.

Preliminary Safety Testing [File Not Found]



Field Testing

A new device or system needs to be tested, which means it is time for it to go into the waiting (and often trembling) hands of a team of Troubleshooters. They will be given an item appropriate to their mission (or whatever device is closest or most likely to explode) and informed that they need to use it and report back on its effectiveness. Sometimes things go wrong and there are no survivors. In these cases, the project team does not get punished because those damn Troubleshooters were criminal traitors all along.

Assuming that the Troubleshooters are able to return the experimental gear intact and describe its effects, then the project is deemed a success! Yes, even if the device did not work as intended. Given the nature of these experimental items, just seeing still-alive Troubleshooters counts as a victory. The project's team leader is awarded an XP Point bonus and the technicians are given one firm handshake (to be distributed however they wish). The Troubleshooters are fined for any damage to the equipment. Having reached this point, the project is approved for mass production, no further testing is needed or allowed.

Making an Idea a Reality

For a citizen with a dream, the easiest and most legal way to make it a reality is to go through the proper channels: Submit it to the Suggestion Station, hope it reaches the top of the Pile at some point and that the resulting bureaucratic morass puts the idea in the hands of a team willing and capable of making it work. The favour-trading and bootlicking process is no secret and a clever citizen can attempt to press their limited influence to give desired projects a shot at success. But terrorists certainly will not use the exact same methods to give outlandishly dangerous projects a shot at success. That is simply not worth worrying about.

R&D SECURITY AND TREASON

BACK IN THE YEAR 214, THERE WAS AN EVENT KNOWN AS 'THE BIG KABOOMIE'. A CELL OF COMMUNISTS BROKE INTO HRH'S R&D DEPARTMENT, STOLE EVERYTHING THEY COULD CARRY AND PRETTY MUCH ACTIVATED IT ALL AT ONCE. ACCORDING TO THEIR MANIFESTO, THIS WAS A DESPERATE ATTEMPT TO, 'KICKSTART INEVITABLE BUT RATHER LATE PEOPLE'S REVOLUTION TO DESTROY LANDLORDS AND CAPITALIST COMPUTER FINK WITH A BOOM!'

THE RESULTING CONFLAGRATION DESTROYED EIGHT SECTORS, LED DIRECTLY TO THE DEATHS OF OVER 10,000 CLONES AND, WORST OF ALL, ANNOYED FRIEND COMPUTER. ULTIMATELY, THIS LED TO TIGHTENING SECURITY PROTOCOLS REGARDING R&D AND THEIR EQUIPMENT. TO A TROUBLESHOOTER, THIS MEANS CERTAIN ACQUISITIONAL COMPLICATIONS THAT MAKE THE SEEMINGLY SIMPLE PROCESS OF PICKING UP A PIECE OF EQUIPMENT MORE UNPREDICTABLE, COMPLICATED AND FUN! (NOT FOR TROUBLESHOOTERS, THOUGH. IT REMAINS FRUSTRATING FOR THEM.)

Protecting Equipment

R&D is vitally important to Alpha Complex – just ask R&D workers. But the research and design process requires energy, resources, clone upon clone upon clone and the most valuable resource of them all a small amount of Friend Computer's processing power. If an R&D project were to be sabotaged or destroyed, all those resources would be wasted. Worse, high-clearance R&D personnel would have to find scapegoats and that eats into golfing time.

All this would be well and good if the resources did not have to leave the department's storage units. Unfortunately, everything needs to be tested and that means putting it in the hands or brains of Troubleshooters – a group of citizens whose perpetual exposure to danger and treason makes them particularly unreliable. To combat the risk of Troubleshooters handing R&D devices to terrorists (or the risk of terrorists pulling valuable material out of a sizzling pile of former Troubleshooters), Friend Computer has authorised the following security protocols:

- **Mandatory Observers:** Should R&D suspect that a Troubleshooter intends to misuse equipment, they may require the team to take along a burly Orange-clearance citizen tasked with following the equipment and taking careful notes on everything that happens to it. Mandatory Observers are trained to stay out of the way and not interfere with missions and would never get in between a Troubleshooter and a terrorist that needs to be shot. Note that if a Mandatory Observer is lost, hurt or left behind, Friend Computer will assume the Troubleshooter intended to damage the equipment. That is not good.
- **Collateral:** If there is risk of a citizen illegally trading material, R&D may demand Troubleshooters leave collateral when checking out equipment. Because a Troubleshooter almost certainly does not own anything of value, R&D is authorised to accept a citizen's body parts as collateral. No, the hapless Troubleshooter does not need to literally leave behind an arm and a leg. Those are just tattooed 'Property of R&D' and collected should the Troubleshooter fail to return the item intact, clean, recharged, tested, reported on and marketed.
- **Placebo Equipment:** Placebos look and feel identical to standard equipment but are much cheaper and completely non-functional. If Friend Computer believes that a Troubleshooter intends to deliver equipment to traitors, it will instruct R&D to provide placebo equipment as a test of loyalty. Should the citizen give in to their treacherous urges, no harm comes to the actual experimental device. Should the citizen remain loyal and use placebo equipment as intended, nobody is hurt except for the Troubleshooter who leaped into a reactor shaft only to discover that the 'experimental jet pack' was just moulded plastic. It's a win-win for R&D and a lose-lose to Troubleshooters. But that is okay because they do not work for R&D.
- **Virtual Equipment:** If the treachery risk is Very High or a project is running behind schedule, R&D will provide Troubleshooters with virtual equipment. It does not exist but Troubleshooters will see, hear and feel the device thanks to their Coretech's AR. Note that virtual equipment is not legally distinct from actual equipment and all citizens are required to act as if it is real even if they cannot see it themselves. If a citizen is 'shot' by an imaginary laser pistol, they are required to die in a timely fashion. Failure to do so may result in termination.



- **Brain-Inna-Box:** At R&D, death does not have to be the end of a scientist's loyal service. For those deemed really super annoying, their brain is carefully removed and placed in a special container that looks like a cross between a motorised wheelchair and a brain floating in a jar of nutrient fluid. The brain is mostly sane and it can be sent along with experimental devices to ensure their proper use. Because it was once a valued R&D scientist, it often has a higher security clearance than Troubleshooters.

Team Leader: *Right, we don't press that button again. What if we pulled the chain....*

Brain: *False! Your feeble mind doesn't even realise what soylent patties are made from.*

Team Leader: *Look, if you're not... wait, what are they made from?*

Brain: *I was correct, and you are stupid. Neither is surprising.*

Team Leader: *How 'bout I make a patty out of you?*

The Computer: *It appears you are threatening a Blue-clearance brain. Please apologise to the brain immediately.*

Brain: *Perhaps we should put it out of... its unsurprisingly dumb misery?*

Departmental Security

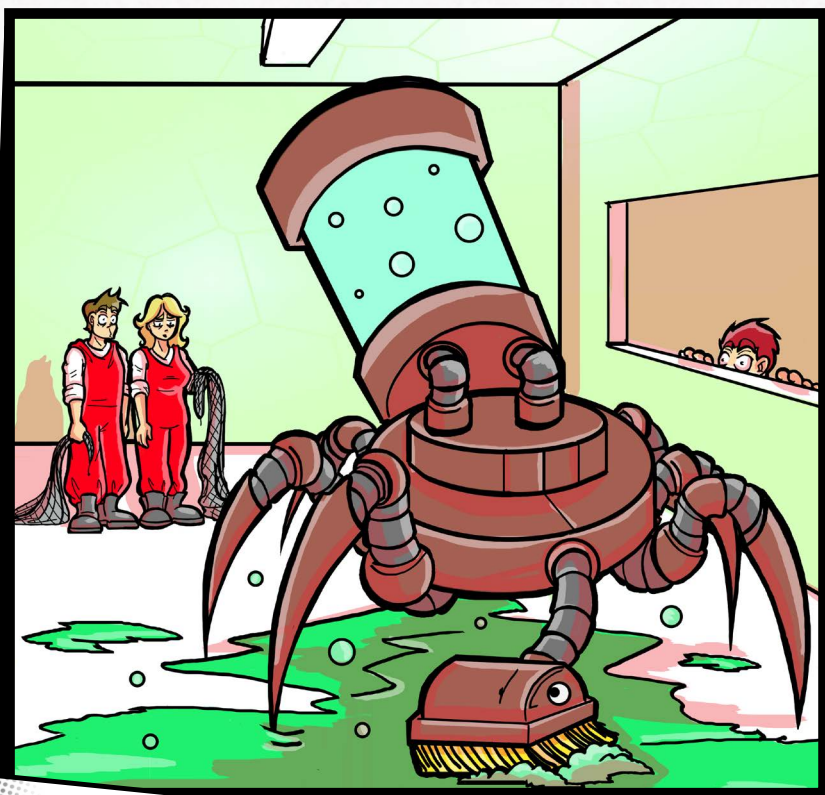
Maintaining security over equipment does not matter if the department itself is insecure. First time visitors to R&D are often surprised to discover that security personnel appear to outnumber actual technicians two to one, with good reason – half of the security agents have the sole purview of keeping an eye on the other half. In addition, while Friend Computer is everywhere in Alpha Complex at all times, it is especially present in R&D. Here, the walls are covered with old-fashioned viewscreens where Friend Computer's ever-watchful eye is ever-watching. Citizens find Friend Computer's constant presence very comforting and never an unwelcome and anxiety-generating distraction.

The sheer volume of security means that obtaining basic equipment from R&D is as confusing as it is mandatory. Troubleshooters will be pushed from room-to-room, quizzed, scanned, tested, tasted and made to fill out extensive paperwork. By the end of the process, they will end up in front of a technician. If they are very lucky, the technician will have the equipment the Troubleshooters were supposed to get. Because clear communication is the enemy of security, there is a very good chance that the Troubleshooters will be put in front of someone else who will hand them whatever device is convenient and tell them to use it on their mission. The security protocols change constantly, so every trip to R&D is a fresh experience. Attempting to circumvent the security protocols to get something useful and not prone to explosions is very nearly impossible and very definitely treason.

Bots in R&D

As common as bots are in Alpha Complex, they are even more so in R&D, which is almost literally the birthplace of most bot models. A citizen walking through an R&D-run area – even a low-clearance one – will see bots of every imaginable type, size and state of repair, engaged in all manner of activities: interviewing test subjects, building other bots, measuring chemical ratios, standing hip-deep in toxic waste, conducting experiments on people, cleaning up large red stains and the like.

At the highest level, bots in R&D can be classified into two major divisions: the ones that are invented there and the ones that work there.



THIS IS NOT A STANDARD SCRUBOT – OR A GOOD IDEA.

Experimental Bots

Some of the bots that Troubleshooters will encounter in R&D are the ones that are being, well, researched and designed. These include both revisions to existing bots and completely new designs. Since Troubleshooters are often the primary testers of R&D ~~disasters~~ innovations, Troubleshooters will have a chance to see plenty of cutting-edge bots. (This is just a figure of speech. Only 67.3% of R&D's bots have cutting edges.)

Here are some of the bots that might be ready for field testing soon:

- A bot to accompany Troubleshooter teams to ensure they manage their resources responsibly. (The bot is ready but R&D is awaiting the results of a marketing survey to determine a name that tests better than 'miserbot'.)
- The Jackobot Xtreme!, a revolutionary new model that incorporates the functions of the scrubot, docbot and combot. It uses a quasi-organic liquid that can function reasonably well as either a cleaning fluid, anaesthetic or flamethrower fuel.
- The homebot, roughly the size of a confession booth and designed to handle all of a citizen's off-duty needs. This way, each morning when the citizen wakes up, he finds himself already at his job site, freshly rested, showered, shaved, fed and dressed – and with only a mild case of motion sickness.
- A roving music-generation machine called the one-bot-band.
- A warbot that can disguise itself as other bots for infiltration purposes. R&D needs volunteers to help teach the bot how to act like a teachbot, nannybot or petbot.
- The latest attempt to implement higher-order thinking: philobot. This design has had some setbacks in the lab, because as soon its programmers wire it up to obey The Computer, its ethics module melts.

Even standard bots can be (or appear to be) experimental in R&D, because they are often the lucky recipients of extra bot limbs, mismatched chassis plating and miscellaneous widgets and doodads left over from previous prototypes – successful or otherwise.

Bots that Work in R&D

The other major role of bots in R&D is as workers, helping out with the day-to-day tasks of department operations. Just like any other Service Group, R&D makes use of scrubbots for cleaning, guardbots for security and docbots for treating anyone who is not terribly important. However, being R&D, most of the bots here are unique and push the envelope of both possibility and sensibility.

The first class of specialised R&D bots are helpers that are good at specific, narrowly-defined tasks. If an experimenter is trying to create compounds with slightly different scents (such as cherry fun-fun-fungus and essence of terror) and he works down the hall from a bot designer with a surplus of free time, that is how we get smellbots. Similar niche needs have resulted in bots that can taste radiation, draw a blood sample from across the room or discern the fine nuances between similar screams.

Another group of bots actually helps run experiments and conduct tests on new inventions. Unlike organic experimenters, lab-bots can perform tests at such speed and intensity that doing so would be fatal for a human. Also unlike organic experimenters, lab-bots sometimes DO perform tests at such speed and intensity that they are fatal for a human. Some Frankenstein Destroyers like to sabotage this type of bot to 'prove' that they are unsuitable to doing their job, in an attempt to keep the *human* in *blatantly inhumane experimentation*.

A special subset of the previous group is a small army of bots that serve as experimental test subjects. These are especially helpful in tests that would kill a human subject – actually, that includes most tests but in some of these R&D wants feedback from the subject that is difficult to retrieve posthumously. Test subject bots are usually humanoid and feature sensors all over their bodies that measure a multitude of metrics, including temperature, pressure, velocity, wind speed, radiation, decibel levels and specific impact points.

The final large class of bots used in R&D are the ones assigned to cleanup duty. This job is often beyond the capabilities of standard scrubbots, whose job responsibilities are generally limited to applying foamy soap, caustic solvents and elbow grease (scrubots literally have grease in their elbow joints). Most cleaning bots in R&D are instead some type of hazbot, designed to eradicate all traces of smoke, fumes, poisons, chemical spills, rubble, radiation, bacterial agents, organic fluids and organic solids. Hazbots are known to be aggressive in carrying out their duties.

Two Divisions, United in Menace

For the GM, here is a pragmatic way to define the difference between the two divisions of bots in R&D:

- The ones that have just been invented are deadly pieces of equipment.
- The ones that work there are obstacles at best and enemies at worst.

Remember that, while R&D creates bots with the purpose of being helpful to humans, in *Paranoia* bots usually should NOT be helpful to players. Especially in R&D, where even a pencil has unexpected side effects. All the same, the GM is encouraged to play up the idea that these bots seem like they will be helpful.

Using All This In Missions

Think of R&D as a cauldron filled with confusion, pressure and dangerous energy signatures. When the players engage with R&D personnel, they are stirring the cauldron and inhaling the fumes. When they receive a device, they are being given a bottle filled with the vicious, probably glowing liquid that was boiling in the cauldron. Every interaction with R&D, either directly or through one of their devices, can easily end with a messy, unexpected result. (And more often than not, clone replacements.)

Even the most basic assignment given to Troubleshooters – trying out some cool devices in the field – should be fraught with danger and potential. However, it is best to alternate between the two instead of always providing both. If the players expect every R&D device to explode, they might start avoiding them altogether. But seeing something that might work keeps them coming back for more you can always toss in a ton of confusion.

For example, if the Sup-R Dupe-R Amazing Glue worked as intended (the player made their roll, everything worked out), there was no explosion; therefore, there should be some confusion. The player can be asked by R&D to fill out a 57-page report on the effects of the device and its ease of use, with the minor problem that all of the questions ask about Warbot Model III with no glue in sight. (Someone in R&D really wants to approve their Warbot research and needs some schmuck to give a glowing review of the bot in action.)

Every aspect of the device is volatile in this manner. The people who designed it, those who oversee its testing, those who manage all of those other poor sods and of course, the device itself can be unpredictably good or bad. Even if not functioning *at all*, it is still a bubbling bottle of potential fun. A stray laser can hit it, an angry overseer might demand to take it or it can fall or break. It is also possible that the device has nothing at all to do with the mission but the Troubleshooters are still expected to not only take care of it but test it thoroughly and provide a detailed report. Good luck with that van-sized Power Nasal Washer 3000.

The fact that each R&D device is usually the product of several clones with vastly different definitions of 'expertise' and 'proper training' makes it easier for the GM to come up with ideas for new devices or TIRDA malfunctions (see **page 68**). Just think up a name or a shape, then add a field of study that has nothing to do with it. For example, a ChillPill might sound like something that keeps a Troubleshooter from losing Moxie but it is just as likely to make them freeze to death since a cryotech engineer was part of the design team and took the 'chill' part way too seriously.

Finally, do not forget about a Mandatory Observer. Having an Orange-clearance citizen following the Troubleshooters (and legally obligated to do absolutely nothing except writing things down) is simply too precious a resource. The MO can be a drug-addled buffoon who will be the first to die when the lasers start shooting, he can be a Secret Society member that works with one of the Troubleshooters, or he can be an Indigo assistant director in disguise trying to stop the Troubleshooters from using gear he knows will not work as promised.



How R&D DOES NOT WORK

The Real Purpose of R&D

Nominally, R&D exists exactly as the propaganda says it does. It is a community of scientists and technicians giving their utmost to better life in Alpha Complex through developing new foods, drugs, weapons, equipment, devices, generators, bots and more. It is possible this is even how R&D began.

The truth today is grimmer. Like all other major Service Groups within Alpha Complex, R&D is in a constant struggle to complete impossible missions with resources far below what they need for even basic success. The staff is a combination of mad geniuses, barely competent tinkers, steely-eyed but bored security plants and test subjects who are triggered by the phrase 'Let's begin.'

Like all Service Groups, promotions do not come from talent or hard work. Instead, they are based on spin, blackmail and the occasional light assassination. Occasionally, entire subsectors vanish in a puff of vapour or a convulsion of spacetime and everybody *pretends not to notice* for fear of being blamed for the pre-recycled waste product hitting the fan.

This is business as usual at R&D in Year 214. R&D does not serve Alpha Complex or Troubleshooters; they serve it, at least in the minds of R&D staff. Its leadership would not know science if it spontaneously revealed the final digit of pi in their faces and its researchers would not know a sensible precaution if it literally blew up in front of them. That means the real purpose of R&D is simple: Get the high-clearance people who work there even higher clearances. That and surviving the last round of testing.

R&D for Scientists

The tortured minds responsible for day-to-day inventioneering at R&D know theirs is a perilous lot. If they manage to survive the iterative dangers of their own work, they still must manage to keep their coveted positions in a mosh-pit of competition so brutal it would make the bravest of Troubleshooters blanch white enough to be shot for having faces above their security clearance.

Rising in this tumult requires constant production of 'working' technologies, delivered at a pace that outstrips colleagues and competitors alike. This breakneck pace of design and iteration is the driving force behind R&D experiments – and the intellectual jungle in which they hunt and are hunted.

R&D for Bureaucrats

If life for R&D scientists is super competitive, life for the middle and upper managers in R&D is so competitive that there is an entire R&D bureau dedicated to inventing a word to accurately describe it. Your typical R&D bureaucrat's work week consists of allocating severely limited resources to projects and scientists they think will cause the least damage, then



THE R&D PHYSICS TWISTING COMMITTEE WORKING LIKE THE REST OF ALPHA COMPLEX.



scrambling to cover when their guesses are wrong. When that fails, they're as eager and thorough in framing competitors for treason as the most cut-throat Troubleshooters.

R&D for R&D

Despite the ferocity of competition between members and cadres within R&D, the entire Service Group closes ranks quickly and efficiently against members of other groups. After all, the best solution to their resource drought is to syphon off supplies and equipment formerly earmarked for HPD&MC, IntSec or Power Services. They believe R&D draws the smartest and most worthy citizens in all of Alpha Complex. They deserve the resources, even if others must starve.

It's All About the Resources, Citizen!

Think of life at R&D like being in a massive firefight against an army of terrorists and sharing a small cup of bullets between 10 clones. Everybody knows they're all likely to die but competition for enough ammo to be *the last one alive* is desperate and all-consuming.

Welcome to R&D, citizen!

Dealing with Resource Scarcity

R&D must constantly deliver new products. What they deliver and whether they work are secondary concerns. Failure to deliver anything because there are not enough materials to make stuff is not an acceptable excuse. When it comes to scrounging for unconventional sources of raw material, however, R&D are the best in Alpha Complex. They have whole divisions devoted to improving and iterating on recycling and scavenging materials.

These teams lack the flash, glamour and property damage of the Service Group's more prestigious assignments and perhaps for that reason they attract quiet, unambitious R&D personnel and have one of the highest rates of producing stuff that actually works.

What does a group of resource-starved scientists actually do?

What Overstocked Goods?

Supply and demand are fickle things in Alpha Complex. In theory, The Computer can analyse demand and decree exactly the right amount of goods to supply. In practice, its information gathering routines are full of legacy bugs and the inputs are further garbled by the machinations of bureaucracy, assorted traitors and wealthy higher-clearance citizens feeling a bit frisky. That is why R&D have teams ready to take apart, repurpose and outright steal unused equipment. Or used equipment. Or even the boots off your feet if you are not paying attention.

Say there is a PLC warehouse containing nothing but pallet after pallet of Spiff-Y's Laser Facial Hair Trimmers. Elsewhere, there is a hanger full of Speedy Hallway-Insertion Turbo Tanks that Armed Services bulk-ordered then realised that, due to a typo, were too big to fit down any actual hallways. Both will mysteriously disappear one night while inventory lists are hacked to show nothing was stored at those locations. Coincidentally, a project that needed lasers and tank armour just entered the testing phase.

There is even a large R&D working group devoted solely to finding new uses for the chemicals that can be gotten out of Bouncy Bubble Beverage, ensuring that the adage of there being 'no such thing as too much Bouncy Bubble Beverage' remains true.

You Are Not Using That, Are You?

One engineer's failed project is another engineer's parts list. In fact, if one team covets another team's materials badly enough, they may 'help' the other project team so they can get the remains of the failed project that much faster.

R&D Scientist #1: *Hmmm, the jet engine failed to spin up. It worked just fine in the early stages.*

R&D Scientist #2: *Yeah, real sob story there. I'm just gonna take that engine and put it in the storage unit over by where I normally work. Cool?*

R&D Scientist #1: *Wait, did you ever connect that engine to the fuel line?*

R&D Scientist #2: *Sure did. Twice, even. Be right back!*

The bureaucrats of R&D are well aware this hinders productivity more than it helps. While they cannot completely stop it, they do try to channel it outward at other Service Groups. Some Service Groups are more prone to be targeted for this than others.

- Antagonising IntSec (whose good graces R&D depends on for survival) and Armed Forces (easily their biggest contractor) is a bad idea for obvious reasons but resource teams still go after them on occasion. Some even come back.

- CPU has little to offer them; there is a limit to how much you can do with recycled forms and committee meetings about mandates.

- That leaves Tech Services (raiding their parts supply or bribing overworked techs to decommission things like precious bot brains), Power Services (for whom R&D is both their largest customer and largest source of 'lost' equipment), HPD&MC ('Who wrote a medication order for 1,000 tablets of telescopalmine?') and PLC (who may be willing to pawn off undersold stock to avoid penalties for having undersold stock).

Too Greedily and Too Deep

While The Computer will not acknowledge the existence of or allow passage through the Underplex (at least not to the lower clearances), knowledge of such places is reasonably common among clones above Red clearance. These places are teeming with dangerous traitors, and occasional Horrors of the Deep, but they are also rich resource mines for those who can get at them.

For R&D, the safest option in terms of avoiding bodily harm and maintaining plausible deniability is to send bots, reprogrammed to operate autonomously in dead zones, and conceal these excursions from The Computer. Automated demolitionbots will chew indiscriminately through abandoned hallways for raw materials (any clones encountered by these bots are classified as 'biomass') while modified jackobots can be sent in to do surveys and more delicate retrieval. Of course, the bots sometimes fail *en route* to bringing back a vital item, at which point it is time to concoct a suitable cover story and requisition a Troubleshooter team for scapegoats.

Bodge the Hell Out of It

When suitable materials are unavailable, there is always the option of taking unsuitable materials and forcing them to work, for negotiable values of 'work'. Engineers who specialise in this style of creative engineering would be right at home alongside pre-Alpha Complex 'gaffer tape and bailing wire' specialists except that knowledge of making gaffer tape has been lost and knowledge of what bailing wire is above most clones' Security Clearances.

Sometimes the creative fix only has to last long enough to clear the prototype stage, with improved materials promised to the engineering team upon successful testing of the item. This can put extra pressure on the testers to conduct a successful test. (And push blame for the device inevitably falling apart to someone else's team.)

The Emperor's New Prototype

When all of these creative strategies fail to procure enough materials to construct anything of substance there is always one other tried and true option: Call it a prototype for a new pilot program and just wing it.

Perhaps it is a shell missing functional parts. Perhaps the item the Troubleshooters have been given to test has a 'stealth mode' that renders the object not only invisible but soundless and weightless, i.e. the team is given nothing. And perhaps R&D will just blame terrorists for stealing things and send Troubleshooters out to get it back. (Well, get *something* back.)

Hiding Failures

Life as a project lead is not easy. Sometimes that incredibly important project that you've been trusted with does not quite pan out. Sometimes those promises you made about incredible results, which okay were technically lies but you just know will be justified when you finish up the work, turn out to be hot air.

Failures happen. Failures lead to questions regarding things like your competence or, worse, your loyalty. Failures have a bad habit of leading to terminations, demotions and reassignment to reactor shielding or test subject duty. To the self-preservation-attentive R&D boffin, failure is not an option.

So what to do when a project fails? That's where the classic trivium comes in; the sacrosanct three R's of Reinterpret, Resubmit and Redirect.

Reinterpret the Purpose

Did the experimental stimulants designed to help workers stay awake and alert actually turn them into screaming cannibals? Ah, there must be a typo on the cover sheet. This is not a stimulant but a combat drug since people who take them just cannot wait to sink their teeth into the enemy! The trick here is to focus on the most favourable interpretation of the purpose or results, reinventing things until everything looks planned and purposeful.

Sue-R: *Wow! You opened that book and POW, lasers to the face! Your last clone was literally a mess.*

Bill-R: *That's my fault! I thought this device fired glowing lines of text into your eyeballs for faster reading. Clearly, this is a trap for traitors who want to read things above their Security Clearance. And in that capacity, for which it is clearly designed for, it succeeded perfectly!*

Sue-R: *Clearly.*

Resubmit the Work

Did the project fail to get results that can be massaged into matching requirements but still has some sort of interesting effect? Then it is time for the age-old practice of 'submit a new project summary, which happens to be as a result the work that has just happened'. Sure, that new lemon-scented gingivitis tonic ended up dissolving teeth and flesh. But it looks like a brand-new weapons project looking to literally melt enemy faces is going to finish on time and under budget! If any resources are left over, they can be traded to other scientists for favours.

David-R: *Hey, you said this would kill commies! All it did was give them a relaxing back rub!*

Nikki-G: *Oh, you mean my new invention for Blue-clearance day spas?*

David-R: *No, I mean this funbat-shaped thingie you gave me at briefing.*

Nikki-G: *I'm sure I don't know what you're talking about. This was always a back massager. Do you need help remembering the truth, Troubleshooter?*

Redirect the Blame

When all else fails, pass the buck! The easiest and most common method of doing so is simply to hand the faulty device to a team of Troubleshooters and ask them to field test it. When the only existing prototype is inevitably destroyed or at least permanently damaged by the usual Troubleshooter hijinks, R&D staff bemoan the destruction caused by traitorous Troubleshooters who certainly know better.

Jamie-Y: *How did the experimental hat work in the field?*

Mohammad-R: *First, why is a hat 'experimental'? Second, why am I losing my hair in clumps and bleeding from my gums?*

Jamie-Y: *Friend Computer? This Yellow citizen would like to report a Red citizen for sabotaging an experimental device. Emphasis on the Yellow versus Red.*

The Computer: *Troubleshooter, why did you sabotage this expensive, new device? Follow up question: How quickly would you like to die?*

There may be a fourth 'R' called Raze the Whole Damn Place. Thankfully, this is just a rumour and should be disregarded as untrue. Unfortunately, terrorists keep blowing up R&D labs where experiments are facing a 200% budget overrun. How they know to target those labs remains a mystery.

When Things Go Awry

R&D being R&D, sometimes things go wrong. Sometimes things go badly wrong and require mandatory evacuations of nearby sectors. Thankfully, systems are in place to ensure disruptions are minimised, incident awareness is minimal and even the worst of problems is dealt with efficiently and with no serious consequences.

Well, at least that is what it says in an Indigo-clearance three-ring binder. Would that be incorrect?

What Could Possibly Go Wrong?

Floods, fires, biological contamination, rampaging frankenstein bots and shortages of coffeelyke. These are just some of the most common problems that can strike during any experiment. Causes vary from human error, hubris, being too curious about that shiny red button or act of [DELETED FOR SECURITY REASONS]. Sometimes it can be as innocuous as a decimal point in the wrong place during calculations or an unclear instruction to a junior technician. Others times, the problem is caused by serious error. With R&D staff covering a spectrum of competency (and heavy on the incompetent side), it is inevitable that an ambitious supervisor demands a course of action to make himself look good despite projected casualties and property damage.

Take the case of *Project Scalpletron*. What might otherwise have been the standard field trial of a valuable prototype surgical-specialist docbot ended in the tragic stabbing deaths of 4,927 citizens. Meanwhile the

Lederhosen Incident is believed to have started when a Blue-clearance R&D administrator came in under budget by removing things like seat belts, airbags and aerodynamics.

Covering It Up

When something goes badly wrong, the immediate reaction is to lock down the lab and drywall over the doors. Or dump the drugs in the reservoir or paint the warbot to look like a clown and have it star in a popular junior citizens vidshow. Oftentimes a cheerful insistence that everything is working, combined with pressure on everyone to act like everything is working as intended, will be enough to reassure the casual observer that everything really is working. If not, there are systems in place to allow the coverup to proceed for as long as possible.

The R&D Clearance Alert System (CAS)

In an ideal world (at least in the minds of many R&D staff), nobody would ever enter R&D facilities who was not a member of the Service Group. Unfortunately that is not always the case and so the use of code-words has been developed in order to communicate bad news publicly without upsetting visitors or alerting Friend Computer.

One popular system is the CAS. To the untrained observer, it sounds like a simple request for a citizen with 'CAS' as their sector designation to visit a specific room in the facility. (*'Will Arthur-Y-CAS-2 please report to lab 19 immediately. Thank you.'*)

To those in the know, however, there are three vital components: Security Clearance, clone number and location.

- The clearance indicates the type of R&D personnel needed: Red = Janitor, Orange = Repair Tech, Yellow = Hazmat Team and Green = Armed Guards with plenty of body bags.
- The clone number indicates how serious this problem has become, with 1 meaning 'Meh, when you get around to it' and 6 meaning '*FOR THE LOVE OF F.C. GET THE RE NOW!!!*'.
- The location is where the problem is. No, that is not a code but the last system used poetic imagery to covertly identify the location and that really, really did not work. (*'Will Arthur-Y-CAS-2 please report to where the glowing, glittering light filters down between racks of vials until it alights on your shiny boots.'*)

Rapid Hazmat Crews

The logic was simple: Major incidents mean major trouble. Major trouble means major punishment but major punishments attract Friend Computer's attention. Far better to keep awareness of an incident on a need to know basis and avoid the need to bring in official corrections. Life is cheap when you have six or more clones, even more so when you are low clearance and especially from the perspective of your betters.

Thus was born R&D Classified Directive E3315, authorising the covert training and usage of the Rapid Hazmat Crews (RHCs). The Rapid Hazmat Crews are R&D technicians whose job is to get to the location of serious incidents, contain them and if possible make them go away. These almost-kind-of-elite-if-you-blink clones face almost certain death, garbed in hazmat gear and equipped with a veritable toolkit designed by a committee on a Sixday afternoon when the NoDoNuts are all gone.

The philosophy behind the RHC programme is a simple one: Keep throwing clones at the problem (and file the right paperwork to cover up the casualties) until the problem is either 1) solved or 2) very hard to notice anymore. Those who volunteer their lives in service to the coverup clean-up are rewarded with commendations and baubles, occasionally



PANIC ALL YOU WANT BUT WE ARE NOT OPENING THE BUNKERS AGAIN.

negotiating for a transfer of XP Points or being moved to a less interesting assignment. More often they are kept in the RHC team and find their ultimate reward is staying at low Security Clearance and out of the way. This helps them get promoted eventually because it is easier to promote someone who is still alive.

Everything is Perfectly OK

If there is one overriding theme to R&D's protocol when dealing with the frequently occasional SNAFU, it is that *nobody must ever know*.

In particular, it is imperative that The Computer believes that its loyal R&D boffins are constantly working to better the lives of their fellow citizens with the most efficient usage of resource and the highest health and safety standards. No matter how many electrocutions, mangling, irradiations, stabbings, hangings or staplings occur, *nobody must ever know*. No matter how incompetent the workers, no matter the seriousness of the error, *The Computer must not know*.

That is why so many R&D staff say the same thing way too many times: Everything is perfectly OK.

Using All This In Missions

The fact that the situation in R&D is bad is an open secret within the Service Group, and everyone involved has an interest to keep that secret. The clones of R&D need to keep the facade going and this can lead to shenanigans.

While the Troubleshooters probably do not realise this at first, being given a cool device, and even testing it, are the least important parts of the experimentation process. The *report* is what it is all about. R&D needs an answer, any answer, in order for the procedures (and rivalries, and arguments) to continue. This means that they need the Troubleshooters more than the Troubleshooters need them. A clever player can probably see the word 'blackmail' in Computer-approved Red neon signage hanging above all of this.

Because this is still R&D, the Troubleshooters occasionally meet with someone who is a genuine mad genius, one who is unaware of R&D's politics and cares little about anything except for seeing their marvellous creation completed. Any attempt to blackmail *this* sort of person will be met with bewildered looks and several new Treason Stars. The rest of R&D will stand behind them since they love having this kind of person around: The naive genius is a fantastic smoke screen.

R&D's inner conflicts also lead to new and unusual missions. A high-ranked researcher could send a group of Troubleshooters to frame a competitor for treason – only to have the competitor pull a favour from Troubleshooter HQ mid-mission and send the team back to frame the first researcher instead. After becoming pawns in this chess game between two brilliant but mad minds, the Troubleshooters will probably lose a few clones before it all ends in a draw, with nothing changed and nothing achieved.

Occasionally R&D will send a team on an expedition to gather materials. Forays into abandoned sectors and the Underplex (or the Outdoors, even) suggest their own complications. Troubleshooters can also be entrusted to test or guard a R&D project that does not, in fact, exist (records of this having once been done with an entire train have been expunged). Failure of the non-existent project can then be blamed on the Troubleshooters, for having lost/destroy/eaten it.

A team can also be sent into the field as a Rapid Clean-up Crew. Not only is this a dangerous assignment, it also entangles the team deeper in R&D procedures, as they will have to be briefed and debriefed by R&D personnel, as well as get equipped with unusual gear. Some Troubleshooters might be pushed into such a mission by their Secret Society, for the greater access it provides; R&D overstocks so much weird stuff, that every Secret Society probably covets something that interests them, which is currently sitting on a shelf in some cupboard, mislabelled.

R&D's malfunctioning nature can also pop up mid-mission, out of nowhere. Perhaps the team receives a demand to take apart a device and reassemble it, then report on the new device as if it was with them from the beginning. A device might get Reinterpreted mid-use. For example, the Plasma Cannon gets renamed into a Jet Propellor, along with a stiff warning to only use it to propel jets. And of course, because of the fierce competition between engineering teams, it is not unheard of for a Troubleshooter to get a call from a strange new 'long-distance operator' who has all of the right credentials, yet delivers a list of suspiciously dangerous instructions that only damages the device (just in case the Troubleshooters alone are not enough to destroy it).



R&D

PLUG-N-PLAY

Being a GM is hard. You have to deal with complaining players, unfair dice and that one guy who keeps eating way too much of the snacks.

Being a *Paranoia* GM is easier. You get to punish complaining players, ignore dice and tell that guy, 'Hey, if that snack bowl runs empty, your Troubleshooter will be sent to a re-education camp to learn why sharing is caring'. Still, it is a lot of work at times.

To help, here are some R&D-related Plug-N-Play locations. Did the players ask to visit something off-mission like a testing centre or the director's office? No problem! Simply drop one of the Plug-N-Play locations into your mission. Now, the players have a new place to watch their characters fail miserably.

Each has the same format as the Plug-N-Play locations introduced in *Acute Paranoia*:

- The **Description** describes the location. Go figure.
- Special Actions** are modifiers and similar effects that can happen in this location. ('Can'. It is still your game.)
- GM Uses** are specific ways you can utilise these locations to really screw with the players.
- Lastly, there is a **table** for randomly generating the location's Security Clearance, size, who is in there and some fun quirks. This way, the GM can use the same location repeatedly but still have original, customised places.

*Note: You can also find a Plug-N-Play R&D Lab on **page 120** of the Gamesmasters Despotism Power book in Acute Paranoia.*

DESIGN CUBICLES

'EVERYBODY HERE IS UNIQUE JUST LIKE EVERYONE ELSE! NOW GET BACK TO WORK BEFORE YOUR TREASURED INPUT GETS YOU REASSIGNED TO REACTOR SHIELDING DUTY.'

/// DESCRIPTION

What may look like a maze of twisty but identical work spaces is actually the beating heart, churning stomach and oddly still attached appendix of R&D. Within each cubicle works a mind like none other anywhere in Alpha Complex, a perfectly suited and one-of-a-kind cog in the vast machine of innovation. In fact, it says exactly that in this R&D promotional brochure.

Visitors might think the cleanliness is far below mandated levels, as desks are cluttered with papers, 3-D printed gizmos, backup drives and stacks of empty Cold Fun containers. However, this only appears chaotic to the uninitiated. Beneath this lurks a system so subtle and grand it takes a true genius to even realise it exists, let alone understand how it works.

For a place full of technical geniuses, these chambers are usually in striking disrepair. This is because R&D spends most of its facilities budget repairing testing centres but also because the engineers and clerks routinely filch components for prototyping, jury-rigged repairs and practical jokes. Just do not come around during the monthly Soylent Pie & Cake Celebration Day, as it is rather depressing.

/// SPECIAL ACTIONS

- Allowing a worker to explain a device, grants + 1 NODE on next roll involving that equipment card.
- Drinking from the water cooler has a 50/50 chance of healing one level of injury or spontaneously activating a Mutant Power.

/// GM USES

- **Back on Track:** Notes on a sheet of paper or the ramblings of a muttering lunatic genius could provide hints, tips, clues or reminders about the team's primary goal.
- **Mission Complication:** These places are easy to enter but hard to find the way out of. Whole sections of adventure could revolve around escaping this labyrinth with every step beset by attention-hungry, socially awkward R&D geeks explaining their most treasured theories to the first 'real clones' they have seen in months.

- **Secret Society Meeting:** Secret Societies are rampant within R&D since they provide the best toys ever. Meeting a contact here carries myriad advantages (and risks). Passwords and countersigns here are often ridiculously complex and may require a roll.
- **Ruin Equipment:** An eager technician could attempt to improve or fix up a piece of gear, only to break it completely or make it very, very good for something it was not intended to do.

Roll	Security	Size	Crowd	Quirks
1	Red	A dozen cubicles each 1 metre square.	Four Red technicians.	Citizens are playing folded-paper-funball across their cubicle dividers.
2	Orange	A single spacious cubicle with its own private door.	10 clerks scribbling and typing away.	No time for your nonsense so please go away.
3	Orange	10 cubicles stacked vertically with a rickety ladder.	Completely empty.	One of the desks is smoking but is not on fire – yet. No one notices.
4	Yellow	40 cubicles randomly placed near food vats.	One engineer and 42 supervisors.	Soylent Pie & Cake Celebration day.
5	Yellow	Tape outlines of walls & desks.	50 clones working with drug-induced focus.	Shredderbot is very, very hungry and people sit atop their desks.
6	Green	Funball stadium with moving desks and people running after them.	A lone Blue manager screaming about TPS reports.	Half the people are in a passive-aggressive war with the other half.

DIRECTOR'S OFFICE

'KEEP YOUR ARMS AND LEGS INSIDE THE DESIGNATED WALKING ZONES AT ALL TIMES. YOU ARE LIABLE FOR ANY LOST LIMBS.'

/// DESCRIPTION

A typical R&D Director's office (and there are many, as there are many Directors in R&D) consists of several suites, clerical pools, hallways, storage closets, debriefing chambers and 'multi-purpose rooms'. However, Directors get to decide their own office layout, so there are many different kinds. Most are Yellow clearance or higher, with the inner sanctum matching the Director's current security clearance. Throughout the place, a maze of thin, carpeted paths for lower-clearance citizens allows access for test subjects, food delivery and crisis actors from among the lesser citizens. Just do not wander off that line – rotating saws tend to come down from the ceiling and cut off limbs getting a little too close to... well, anything in the Director's office.

The other notable aspect is the conspicuous use of cutting-edge technology instead of tried-and-true manual labour. A secretary never delivers TeaSir; it comes on the back of a retrofitted scrubot running on maglev tracks. Doors are never locked with a sliding bolt but with magnetic containment. Showing off technology that does not go boom is a way the director shows others who is in charge.

/// SPECIAL ACTIONS

- Walking only on the designated path removes a Treason Star.
- Walking off the designated path grants a Maiming.

/// GM USES

- **Gain New Equipment:** At any moment, a functionary, scientist or official could volunteer a poor Troubleshooter into field-testing a new device or seeing how a normal piece of equipment functions near experimental gear. This is a great opportunity to deliver all manner of happy goodies to the team.
- **Find an NPC:** Many people want to see the director, for some reason, and some actually need to. There is no end to the sorts of citizens who end up here (however long one might have to search for them).

- **Mission Complication:** If the Troubleshooters require information or design specs, they can be found here – just as soon as they get signatures from three Shift Supervisors, a Safety Inspector and Gabriel-G who should be back from break some time very soon. Just let the Conveyor MagMatic bring you some TeaSir while you wait.

Roll	Security	Size	Crowd	Quirks
1	Yellow	A single antechamber with office behind.	A secretary who jealously protects the waiting director's time and safety.	A voice coming from a storage locker asks for help.
2	Green	A large office with a view of the public hating square.	20 staffers struggling to read the director's hand-written policies.	Director is a jackobot who dreams of being human.
3	Blue	Small compound with a bot-patrolled perimeter.	Deserted except for an Orange citizen holding a termination voucher.	Lit entirely by real torches. Smells like a kitchen.
4	Blue	A pyramid-shaped collection of 10 rooms.	Hundreds of clones in line to see the director.	Director is slumped over in her chair. Dead? Sleeping?
5	Indigo	One utterly bare room more than a kilometre on one side.	10 Blue-clearance citizens with trigger-happy bodyguards.	Director charges XP Points by the minute for talking.
6	Violet	Inside a submarine in drydock.	Four assistants hiding under their desks while the director asks for 'volunteers'.	Everyone is deaf thanks to super loud muzak.

HAZARDOUS WASTE DISPOSAL

'EVERYTHING IS RECYCLABLE IF YOU HAVE ENOUGH TIME! UNLESS IT'S NOT. IN THAT CASE, SEE IF YOU CAN FLUSH IT AWAY.'

/// DESCRIPTION

Waste is treason in Alpha Complex. Friend Computer allocates exactly as much bounty to each clone or department as they need. No more. No less. Abusing The Computer's largess by using more than you need, or disobeying direct orders by using less, is punishable by fines and neural reorganisation surgery.

R&D holds a special position in this matter as they are one of the few departments that produce physical goods as well as consume them. Most of what they produce is useful technology for Better Living Through Gizmos but they also produce a steady stream of hazardous by-products and failed experiments. Some of these are surprisingly edible, especially to a perpetually hungry, and continuously drugged, Infrared citizen. The rest must be disposed of in exactly defined and rigidly prescribed procedures – if the security cameras are working. If they go offline for some strange reason, stuff gets flushed down the toilets.

Each sector's R&D Hazardous Waste Disposal area is different. Some store everything in enormous vats, then have powerful, hazmat-proofed bots stash them in abandoned shafts and sector sections. Others strip it down to component atoms with a fusion torch. Still others drop it into the swirling maw of a Hyper-Happy Fusion Fun Core and pray it does not go critical. And all have restrooms big enough to drive a truck into. Go figure.

Security is always a challenge at these locations. On the one hand, these dangerous materials should only be accessible to high-clearance citizens. On the other, no high-clearance citizen would be caught dead getting near this stuff. This contradiction can sometimes lead to arcane and complicated measures to keep the wrong people out and the right toxins in.

Way back in Year 214, it is said a traitorous R&D manager would wait for a Hazardous Waste Disposal Vault to fill up, then change its signage to read 'Resource Storage Vault' and wait until R&D scientists depleted the 'supplies'. The terrorist was eventually caught and executed. Since then, no other R&D department in any sector throughout Alpha Complex has attempted such a thing. Not ever. Nuh-uh.

/// SPECIAL ACTIONS

- Any failed Violence roll results in 1 level of injury from contact with something horrible.
- Rolling The Computer Dice immediately gains 1 Treason Star.
- Intimidation rolls backed by threat of violence gain +1 NODE.

/// GM USES

- **Chase Complications:** The classic trope of the pursued pulling down a stack of containers takes on extra excitement when they are filled with acidic, radioactive and/or very, very sticky goo.
- **Secret Society Meeting:** Clones with the option will avoid these places as often as they can, making them nicely deserted for Secret Society skullduggery. The emanations for poorly contained waste also interferes with surveillance (and sometimes breathing).
- **Mission Complication:** Sometimes things get mislabelled. Vital mission objectives, equipment or personnel end up sealed in storage containers and sent to waste disposal units.
- **Bleed Moxie:** Panic is likely to set in if Troubleshooters look too closely at exactly what is in the barrels they have sat on, or the container that is about to explode, or the silvery goop trying to crawl up their leg.

Roll	Security	Size	Crowd	Quirks
1	Infrared	A closet with a hole in the floor.	A single Red-clearance janitor fast asleep.	Overflowing with defective loyalty drink liquid.
2	Red	An Infrared dormitory.	Two bots unclear on the term 'waste'.	Something's <i>eating</i> the waste. And burping.
3	Orange	A single warehouse-sized room.	Thuggish security at each doorway.	A glowing mist covers the bottom metre of the room.
4	Yellow	A vat-filled room next door to food vats.	A Troubleshooter team about to fight itself.	Filled with broken weapons being fixed by a Secret Society.
5	Green	A long hallway with dozens of small vaults on either side.	A focus group in need of participants.	People wearing hazmat suits scream, 'You fools! Now you exposed everyone to it!'.
6	Violet	A working nuclear reactor.	A nervous Blue scientist with a broken widget.	Waste hovering in spherical magnetic containment fields follows newcomers.

RESOURCE STORAGE

'SURE YOU CAN HAVE SOME LEFT-HANDED SCREWDRIVERS AND A BUCKET OF LIGHT BULB FLUID! JUST FILL OUT FORMS 87989-98 THROUGH 9834707-11 INCLUSIVE, NOT FORGETTING TO DOUBLE-WITNESS EVERY PAGE THAT BEGINS WITH THE LETTER J.'

/// DESCRIPTION

Have you ever wondered where the ideas for R&D devices come from? So has everybody and only Friend Computer knows the answer (and is not telling). On the other hand, have you ever wondered where the *supplies* for R&D devices come from? That one is easy. They come from Resource Storage rooms.

Every sector in Alpha Complex is home to one or more of these sites of concentrated chemicals and assorted reactive substances, placed for maximum convenience both for supply shipments and R&D transport bots. The gear there is in such hot demand, R&D clerks sometimes fail to seal their containment manifolds. Many are also convenient to R&D worker dormitories, where hundreds of citizens sleep and eat every day. No convenience is too great for the minds at R&D!

Every resource storage facility in Alpha Complex is clean, sturdy, well-organised, inspected and maintained with frequency. Except for the ones clones treasonously left off periodic maintenance manifests. And the ones in sectors with no budget for repairs. And the ones that gave sass the last time they were inspected.... The resource storage facilities are where you go to get what you need and to give Friend Computer what it does not yet know it really wanted.

/// SPECIAL ACTIONS

- Restock, refuel and refill all equipment.
- +1 NODE for an attack that uses the contents as an improvised weapon or trap.

/// GM USES

- **Bleed Moxie:** The various dangers, chemical contaminants, radiation and mind-bending anomalies in an R&D resource storage can test even the strongest personalities.
- **Ruin Equipment:** If one of the containers here breaches, spills or topples, contact with the team's equipment is likely. How long it takes the Troubleshooters to notice the damage is another matter.
- **Chase Complication:** What could be more fun than pursuing a dangerous traitor through a room filled with multiple kinds of highly volatile and extremely valuable substances?
- **Bleed XP Points:** The right storage area might seem like a shopping spree, tempting Troubleshooters to blow through XP Points to acquire all manner of vital resources.

Roll	Security	Size	Crowd	Quirks
1	Red	A large piece of luggage on wheels.	Just a paper to sign out supplies.	Moving anything shakes the entire inventory ominously.
2	Red	One-half of a transbot repair garage.	Two old and very bored guardbots.	Apparently, people count as resources.
3	Red	A medium-sized room with new-paint smell.	A half-dozen Yellow clearance inventory clerks.	The inventory lists a lot here. The shelves are mostly empty.
4	Orange	Two floors of a weapons testing facility.	10 Communists wondering where they are.	Three Orange Troubleshooters kinda look like they are looting the place.
5	Yellow	A cube with 100-metre walls and hundreds of drawers.	A Blue citizen who needs help with some uranium-235.	'Is that moving? It looks like it's moving!'
6	Indigo	Actually an Indigo citizen's mansion.	100 clones hastily moving leaking containers around.	A small group of Infrareds hide in a makeshift pillow fort.

TESTING CENTRE

'STAND BACK BUT OBSERVE CLOSELY! HERE YOU MAY WITNESS THE BIRTH OF TECHNOLOGIES SO GREAT THEY CHANGE THE VERY FACE OF ALPHA COMPLEX FROM COMPLETELY PERFECT TO COMPLETELY PERFECTER! MIND THE GAP BETWEEN THAT CITIZEN'S EYES.'

/// DESCRIPTION

R&D developers are never beneficiaries of corruption, cronyism or random chance. Nope. They are chosen because they are ideally suited for their jobs. They take such care and give such attention to detail during the design and prototyping phases that nearly all of their inventions are field-ready on their first try! But that is not enough when it comes to the safety of the citizens of Alpha Complex!

Before these safe and useful conveniences are put in the hands of normal citizens, the brave and somewhat-durable staff of Testing Centres try them out in these specially designed and perfectly proportioned rooms. Engineers watch from armoured bunkers clustered nearby (but not too nearby), watching for teensy tinesy improvements they could make before the device goes out to the field for Troubleshooters to test.

Strange energies and enormous projectiles flash and splash through the air, sometimes getting treasonously on peoples' clothes. It truly is a wonder to behold. This is a lucky visiting Troubleshooter's opportunity to see the greatest meat-based minds of Alpha Complex hard at work.

/// SPECIAL ACTIONS

- Closely observing a test grants +1 NODE on the next use of any experimental device.
- Observing the testing of an experimental device *too closely* (GM's fiat) grants a Treason Star.
- A test accidentally triggers someone's Mutant Power.

/// GM USES

- **Get Help:** Staff on site can range from Infrared targets up to Violet and even Ultraviolet observers. A bit of information, patronage or similar assistance is just one nerve-wracking conversation away.
- **Find an NPC:** Some NPC the team must interact with is currently part of a testing cycle, either as the user or the target.
- **Mission Complication:** In a bureaucracy as perfect as Alpha Complex, a Troubleshooter would never be assigned mission equipment that is still currently being tested, right? Right?
- **Chase Complication:** The vibe of a Testing Centre makes for veritable obstacle course for clones chasing other clones to enjoy. The things that go boom and splat may even be the things the Troubleshooters want to go boom and splat.

Roll	Security	Size	Crowd	Quirks
1	Infrared	A confession booth with 'TEST' on it.	A confession booth with 'TEST' on it.	Two Blue scientists are arguing over which invention explodes people less often.
2	Infrared	A flat floor beside a parade stand.	Nobody here but us scrubots!	A sticky chartreuse fluid coats the walls and floor.
3	Red	Five huge chambers linked by pressure-sealed airlocks.	20 test subjects panicking but no one else.	Enormous Blue goons prevent anybody leaving but let everybody in.
4	Red	Like a bowling alley but for testing stuff.	Crowd of testers and testees making a lot of noise.	Nobody seems to be in charge. A disembodied human voice keeps giving orders.
5	Red	Abandoned recording studio in the Underplex.	Film crew recording everything plus a very angry test manager.	Troubleshooters are playing 'Dodge the Fast-Moving Thing' and losing.
6	Orange	Outdoors in a muddy field.	Five mutants 'testing' their powers on people.	A smoking crater still emits a pleasantly warm glow.



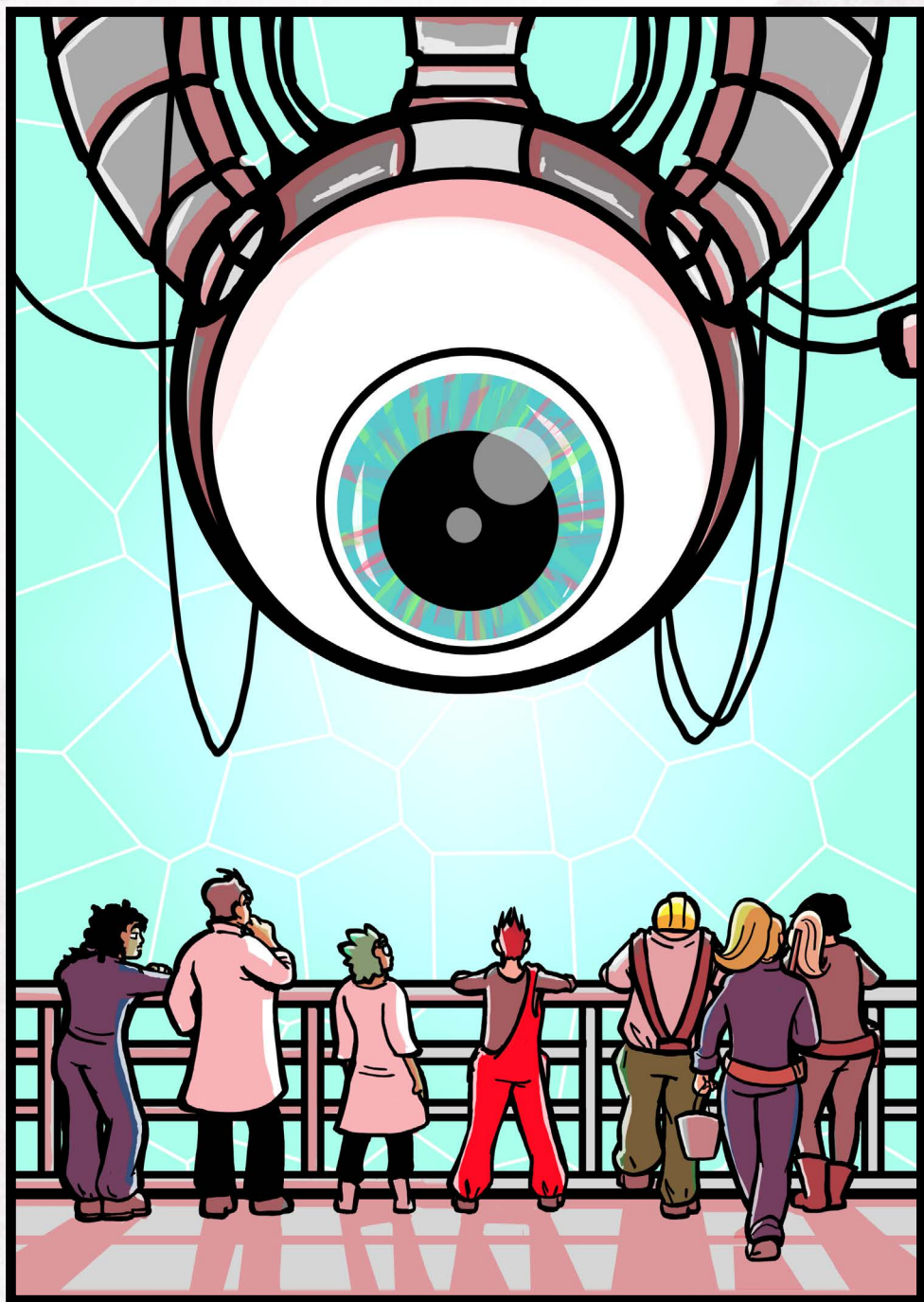
R&D

STAFF

There are many, many citizens working for R&D. Well, there are many, many citizens *assigned* to R&D who do not exactly work as much as take up space. Regardless, there will be times when the GM needs an NPC to interact with the Troubleshooters (i.e. make their lives harder). It can be stressful to create NPCs on the fly, which is why there are several R&D-themed NPCs below.

They all use the same format:

- Although there are some **Stats**, GMs do not roll dice in *Paranoia*. Instead, these are presented to give GMs a fair idea about how to play these characters (an NPC with Violence 0 will look and sound different than an NPC with Violence 3).
- **Defence** is their typical defence rating but this could change depending on the circumstances. Or the GM's whim.
- **Action Order** is when they would typically go during combat (if the GM needs that sort of thing – probably not).
- **Typical Harm** is the recommended injury should a Troubleshooter screw up badly enough to get hurt.
- **Equipment** is what they usually have on them at any given moment.
- The **Notes** section describes the NPC's personality and job at R&D.
- Finally, **GM Uses** are specific ways to have fun bringing this NPC into the mission.





DIRECTOR ARTHUR-I-CPK-5

/// STATS

VIOLENCE:	0	CHUTZPAH:	4
BRAINS:	2	MECHANICS:	2

//////// DEFENCE: 2

ACTION ORDER: 9

TYPICAL HARM: None

/// HEALTH BOXES



'R&D IS NOT JUST ABOUT FINDING OUT WHAT'S POSSIBLE. IT'S ABOUT PUSHING THE LIMITS OF THE IMPOSSIBLE. I KNOW YOU ALL SHARE THIS VISION WITH ME, WHICH IS WHY I'M CONFIDENT YOU WILL SURVIVE SWALLOWING THIS MULTI-PRONGED ESOPHAGUS POLISHER.'

/// EQUIPMENT

Secure datapad, Advanced Vision Goggles (has Coretech-controllable overlays for seeing in heat, sonar, UV radiation, gamma radiation and any others the GM decides it has).

/// NOTES

His official name is Arthur-I-CPK but in his branch of R&D, he is simply and reverently called 'The Director'.

Arthur-I is a clone of middling technical ability but extraordinary charisma and salesmanship. His rapid rise through the ranks makes him the subject of all sorts of rumours of Mutant Powers or worse. Speaking too loudly about, or digging too deeply into, rumours that do not jive with The Director's official history is a good way to earn Arthur-I's ire. Clones that earn Arthur-I's ire do not last long in R&D or this world.

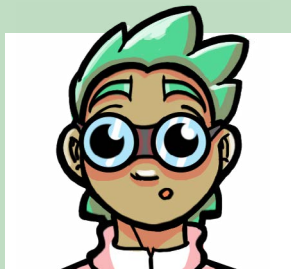
His talent lies in convincing R&D's paymasters that his vision of the future is the one they need – that this crazy-sounding prototype is the seed of the Next Great Thing – and getting his engineers to believe they can actually live up to his promises no matter how likely they are to implode. His engineers speak of him with a mix of awe at his vision and dread of failing to meet his perfectionist standards, terrified of the ensuing verbal evisceration when they fall short. He expects his directives, including summary demotions and executions, to be carried out swiftly and efficiently.

/// GM USE

The Indigo-clearance Director is less a character that the players will interact with and more an omnipresent force hanging over R&D. Use him, or the spectre of him, to ratchet up tension in the room. Having him appear in person should be a rare and momentous occasion accompanied by bodyguards with scary weapons. Sometimes, just the mention that the director is on his way will send R&D staff into a frenzy of action, cleaning and hiding.

If a player rolls a Computer symbol on Computer Dice during a non-combat scene in R&D, the GM can bring him (or one of his Blue sycophants) in rather than The Computer itself. Treat a clone who has been subject to his verbal abuse as having -2 NODE on any non-Violence rolls for the duration of the scene; treat one who just received one of his inspiring speeches to have +1 NODE on any roll relevant to the task.





ENGINEER VALERIA-G-BAI-4

/// STATS

VIOLENCE:	1	CHUTZPAH:	4
BRAINS:	4	MECHANICS:	3

//////// DEFENCE: 2

ACTION ORDER: 4

TYPICAL HARM: None

/// HEALTH BOXES



'I TOLD THEM IT WAS IMPOSSIBLE TO TURN THE MECHANISM FROM SELF-SEALING STEM BOLTS INTO A PROPULSION DRIVE. THE PROJECT GOT APPROVED ANYWAY. NOW WATCH ME SHOW THEM ALL... ER, WHAT WAS IT I WAS GOING TO SHOW THEM?'

/// EQUIPMENT

Safety goggles, datapad, pen and notebook, lab coat with many pockets.

/// NOTES

A person seeing Valeria-G-Bai is often unsure what to make of them – and 'them' is the best pronoun since they lack any distinguishing male or female traits present in many clone genetic templates. For hygiene and safety reasons, they keep free of body hair except for their expressive eyebrows (which occasionally get burned off in the course of work).

They survive in the cut-throat world of R&D by being a generalist. They know a little bit about everything, can step in to run pretty much any project and cannot be made redundant when higher-clearance heads decide that a particular speciality has become obsolete. In the name of survival and maintaining their position, there are few lines they will not cross. This adaptability also extends to their personality.

Valeria-G is sane, strictly speaking, but their mannerisms swing wildly depending on their audience, their mood and their current stress level. They have an utterly calm and cool persona they

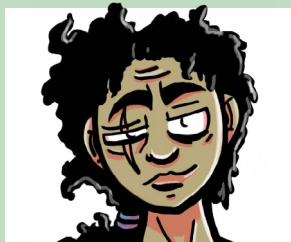
use for speaking to The Computer and higher-clearance clones. The rest swings between a number of caricatures including mad scientist, absent-minded professor, bossy manager, erudite explainer, blustering blowhard, starry-eyed dreamer and pessimistic doomsayer.

/// GM USE

Valeria-G is primarily an exposition fountain, although their explanations always get one small-but-important detail completely wrong ('I'm positive, the goo comes out from this end and not the end you put in your mouth'). Their broad knowledge makes them great for Troubleshooters who need some information but it also makes them a Citizen of Interest with IntSec. After all, the more you know, the more you can divulge to terrorists.

They can also help correct any design flaws in experimental devices such as running too hot or causing brain death. Every time, Valeria-G will end that problem – and often (but not always) create a new, worse one. Since it sometimes turns out well, players will be sorely tempted to seek their help. Then again, the GM can always have them walk by and volunteer help for a few XP Points. (And yes, that is how volunteering often works in Alpha Complex.)





INTERN JOSEPHINE-R-HAW-2

/// STATS

VIOLENCE:	0	CHUTZPAH:	1
BRAINS:	2	MECHANICS:	0

//////// DEFENCE: 0

ACTION ORDER: 5

/// HEALTH BOXES



TYPICAL HARM: Hurt, Injured or Maimed

'EMMM, PROFESSOR, JUST ONE QUESTION, PLEASE? WAS I SUPPOSED TO OPEN THAT JAR? NO? BECAUSE IT SAID IN THE MANUAL... OH, NEVER OPEN, YES, I MISSED THAT, YES, MY FAULT, SO SORRY. JUST LET ME... WAIT, WHY ARE YOU FLEEING THE ROOM?

/// EQUIPMENT

A thick manual, a random piece of machinery that she does not remember where it came from.

/// NOTES

Josephine-R is one of R&D's many interns, clones who exist at the bottom of R&D's org chart. She is very careful to do as she is ordered and, while her head is full of ideas, she knows one must R before they can D.

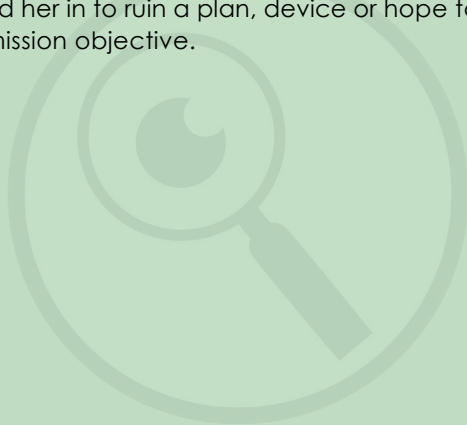
Not only does she seem immune to most poisons but her stubborn adherence to the lab's safety instructions (which she remembers by heart, all 3,132 of them) also makes her annoyingly prepared for whatever it is that is going to explode next. And her superiors are, in fact, interested in seeing her exploded, since her inability to operate even the simplest of tools makes her a liability on one hand and her eagerness makes her dangerously ambitious on the other.

She is not looking for a promotion, however. Unlike most other interns, who only wish to end this period of their lives while they are still mostly intact and not irradiated, Josephine-R is happy to stay where she is and produce full, barely-readable research papers on a myriad of subjects. She is eager to learn and sends messages to her superiors even in the middle of the night if the inspiration strikes. They are less ecstatic about this but tend to ignore her because she is not competing for a higher clearance. She is not safe but she is also not a threat. That is about as good as it gets in R&D.

/// GM USE

Josephine-R is a walking mess. If she is not causing one now, it is only because she probably already caused one a few minutes ago. Having her around is an excuse to make things go wrong or explain why things have already gone wrong ('But it said press! Ahhh, *'in case of an emergency'*, I didn't see that, right, sorry'). She is knowledgeable, truly enthusiastic and always going by-the-book while unfortunately failing to comprehend even basic instructions. That means she is a great choice for someone to 'help' a Troubleshooter team.

She is also great for leading Troubleshooters into death traps. Josephine-R will somehow manage to survive almost anything by following heretofor unknown safety guidelines but the Troubleshooters are not that fortunate. Along the same lines, the GM can send her in to ruin a plan, device or hope to actually achieve a mission objective.





JANITOR HARRIET-O-TTL-5

/// STATS

VIOLENCE: 1

CHUTZPAH: 1

BRAINS: 2

MECHANICS: 2

//////// DEFENCE: 0

ACTION ORDER: 2

TYPICAL HARM: Hurt

/// HEALTH BOXES



'THERE YOU GO AGAIN, SHOOTING GUNS NEAR MY NICE CLEAN WALLS. THIS IS A STERILE ENVIRONMENT, AND I WILL MAKE ABSOLUTELY SURE IT STAYS THAT WAY. FATALLY, ABSOLUTELY SURE.'

/// EQUIPMENT

Various cleaning implements including a bucket, mop and squeegee, and a 'wet floor' sign. Also hides an Orange laser pistol in her bucket.

/// NOTES

If Harriet-O has learned one thing as janitor in R&D, it is that a sterile environment is the best way to ensure a happy life. This is in large part because a sterile environment is a boring environment and boring means a much smaller chance of contracting some designer hantavirus. That is why she militantly enforces cleanliness mandates (in an almost-but-not-quite-treasonous way).

Whenever a floor or wall needs cleaning, a broken bulb needs replacing or a junior citizen's funball requires salvaging from the vents, Harriet-O is there to efficiently resolve the issue, return sterility and subtly threaten harm upon anyone unfortunate enough to be disturbing her carefully-curated safe space. Harriet-O knows her way around the labs and their surrounding vents, passages, nooks, crannies and twisty little mazes like the back of her hand, and uses them to quickly appear, sterilise and vanish just as quickly (this also helps her escape in a hurry when some spaces are especially toxic or a researcher needs a convenient scapegoat).

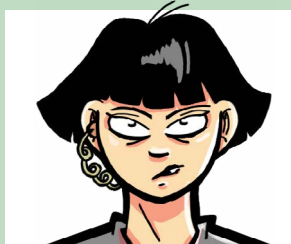
Perhaps surprisingly for an R&D worker, Harriet-O is not a fan of technology. As far as she is concerned, all that fancy-schmancy experimental technology is a dangerous threat to life and limb and she's going to have no truck with any of it thank you very much. Nope, if a good old mop and bucket and squeegee was good enough for her forebears, then it is good enough for Harriet-O. The biggest concession she makes is assistance from the occasional scrubot when the background radiation and toxins are too dangerous to handle a task herself. But it will get sterile. Even if people have to die. Especially if people have to die.

/// GM USE

Harriet-O has an unerring tendency to show up where Troubleshooters should not be and sternly order them out, with the use of weapon-based 'encouragement', if necessary. Additionally, her encyclopedic knowledge of the area means that she can be a valuable source of information if given the right motivation to help. (That motivation is usually XP Points, barter or high-clearance cleaning products.)

Finally, she is quite homicidal when it comes to keeping things clean. If the Troubleshooters are getting a bit wild, even for *Paranoia*, Harriet-O might take them down a few pegs (or clones).





LOYALTY MONITOR JEONG-B-IHH-3

/// STATS

VIOLENCE: 0

CHUTZPAH: 2

BRAINS: 3

MECHANICS: 1

////////// DEFENCE: 4

ACTION ORDER: 5

TYPICAL HARM: Hurt

/// HEALTH BOXES



'INTSEC WANTS THEIR POUND OF FLESH FOR THE LAB EXPLOSION IN BLOCK 63. WE CAN AFFORD TO EXECUTE TWO, MAYBE THREE, SCIENTISTS AND THEO-G'S TEAM LOOKS THE MOST GUILTY. BESIDES, HE WON'T STOP GRUMBLING THAT I CANCELLED HIS IMPROVED ORGANIC REACTOR SHIELDING TESTS. WIN-WIN, AM I RIGHT?'

/// EQUIPMENT

Secure datapad (access linked to Jeong-B's Cerebral Coretech), protective footwear, flak jacket, safety glasses and ear plugs.

/// NOTES

Keeping R&D treason-free is an impossible job, made harder with the explosive mix of volatile free-thinkers (by Alpha Complex standards) and volatile compounds. Jeong-B-IHH is all too aware of this. Her job is not keeping R&D treason-free but keeping R&D out of trouble so it can continue to function. This requires a healthy working relationship with IntSec, meticulous files on everyone in the department, a hefty dose of cynicism, a whole lot of spin-doctoring and people skills of the sort frequently found in con artists.

Predictably, she is loathed by the more fanatic engineers who see her as a Luddite busybody. Given what she has to deal with, Jeong-B's manner can be very acerbic. She is polite when required but quick to snap at anyone who annoys her. She is not pointlessly cruel but considers an individual clone's feelings and biomass to be dispensable if it protects the Service Group. Until she gets promoted out of the blast zone, she channels her excess frustrations into loyalty checks.

Jeong-B is also surprisingly callous, even for a Blue citizen. After looking for treason for so long, and dealing with the usual bootlicking (as both booter and bootee), she views citizens and bots as mere numbers on spreadsheets. She will calmly order the deaths of hundreds if it keeps R&D safe.

/// GM USE

Jeong-B might call in a Troubleshooter team to perform surveillance on a project team, guard important assets against terrorist sabotage or hold off vengeful scientists long enough so she can deploy her own, less bumbling countermeasures. She can also be very proactive in keeping R&D out of trouble. If a Troubleshooter is giving people grief while getting experimental gear, she will show up and ask way too many pointed and leading questions to get that Troubleshooter terminated.

If the Troubleshooters wish to report treason to Jeong-B, she will consider it carefully before deciding whether it (and the Troubleshooters) need to be swept under the non-skid safety mat. Remember, her motivation is protecting R&D, not fighting treason. That is what Troubleshooters are for. She is not above using Troubleshooter teams as fall guys (or corpses) for disasters she would otherwise have trouble spinning. Furthermore, whenever proof (or sufficient fabricated evidence) of a Troubleshooter's misdeeds is needed, Jeong-B can deliver.





SAFETY MONITOR FELIX-Y-GJY-2

/// STATS

VIOLENCE:	3	CHUTZPAH:	1
BRAINS:	1	MECHANICS:	2

//////// DEFENCE: 3

ACTION ORDER: 4

TYPICAL HARM: Hurt

/// HEALTH BOXES



'HERE, PUT THESE FLASH-PROTECTION GOGGLES ON. AND THESE ANTI-SHRAPNEL GOGGLES OVER THEM. AND YOU PUT ON THIS FACEMASK SINCE YOU'RE STANDING CLOSEST. HOW MANY OF YOU DO YOU THINK CAN SQUEEZE INTO THIS PADDED VEST?'

/// EQUIPMENT

Keycards to several equipment lockers, full set of actually decent safety gear, pocket of safety notice cards.

/// NOTES

R&D is never actually safe. Too much safety gets in the way of progress. Other Safety Monitors have given into despair when confronted by this fact but Felix-Y-GJY-2 has distilled safety down to a simple principle: Throw more protective gear at it. This way, when things go pear-shaped, Felix-Y can confidently say it must be user error with the safety equipment. If he gave them that many ways to stay safe, they must be traitors!

Felix-Y's cheerful and dogged adherence to this principle shows promise but it is an uphill battle. High-clearance visitors, engineers and he himself get first dibs on the best stuff. A visiting Red-clearance Troubleshooter team will have whatever is left thrust upon them, in as many layers and strange combinations as Felix-Y thinks will suffice to roughly equal 'the good stuff'. They may have trouble hearing, trouble seeing and trouble moving faster than a waddle but it will keep them safe.

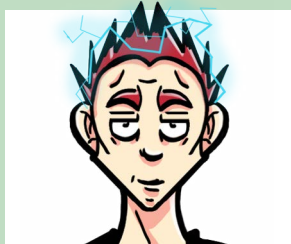
Felix-Y struggles somewhat more with things that cannot be fixed with gear, such as ensuring people know 'do not touch the glowing chemicals'. The things he is required to warn people about change regularly so he keeps a set of placards in his pocket so he can pull out the right ones at the appropriate time. It can take several seconds to shuffle through these, which often has him yelling frantically at people to stop screaming until he can do so. The stress of this, or of people willingly flaunting safety rules, has been known to crack through his cheerful (carefully medicated) facade, at which point the safety code becomes 'do not stand near the angry Safety Monitor'.

/// GM USE

Felix-Y is a good character to have escorting the players around the R&D labs; his only agenda is to stay alive at Yellow clearance by carefully crafting scapegoats. Hello Troubleshooters! Assign penalties and bonuses to players equipped by him as you see fit. For example, the bulky LeadLike vest Felix-Y forced on them may grant 1 point of Armour against physical and radiation-based attacks and -1 NODE on Violence rolls involving mobility.

He can also be used to screw with Troubleshooters' plans by wading in, seeing all kinds of safety violations (including ones that do not exist) and demanding changes to prevent accidental terminations.





TEST SUBJECT KERRY-R-HSV-59

/// STATS

VIOLENCE:	0	CHUTZPAH:	3
BRAINS:	1	MECHANICS:	2

//////// DEFENCE: 0

ACTION ORDER: 3

TYPICAL HARM: Hurt

/// HEALTH BOXES



'DO YOU SMELL THAT? IT'S SO FAMILIAR... REMINDS ME OF THE TIME... OH NO. I REMEMBER NOW. THE BUBBLES. THE BUBBLES!'

/// EQUIPMENT

Random R&D experimental device he is testing for a project.

/// NOTES

Test Subject Kerry-R-HSV-59 is the result of R&D's attempt to apply robust methodology to human resources. Instead of using different test subjects for their already wide range of projects, experiments, inventions and crimes against nature – which adds yet another uncontrolled variable – R&D is trying out the idea of using a single test subject for a vast amount of R&D work.

Enter Kerry-R. He has participated in countless experiments, at least 20 of them on his current clone. Within any given daycycle, Kerry-R is either consuming, digesting, watching, touching, inhaling, riding, wearing, wielding, soaking in, talking to or cuddling elements from two to seven distinct R&D projects.

Kerry-R occasionally has flashes of terrifying memories from past experiments, even ones from previous clones, and a high percentage of his clone predecessors have developed various unique mutations. But R&D is humane; when they determine that

experimental stresses are within 0.9% of Kerry-R's mental tolerance level, his R&D handlers have him euthanized and activate a new clone. He is currently on his 59th clone, which means his brain is starting to turn into mush.

Between experiments, R&D keeps Kerry-R sealed inside a controlled habitat, to minimise his exposure to uncontrolled variables, and R&D personnel limit conversation with him to avoid experimenter bias.

/// GM USE

Kerry-R is a blend of enthusiastic and haunted; he is truly excited about the R&D tech he gets to be the first to try out but is frequently assaulted by horrific memories from tests gone wrong – and genetic drift from all that cloning.

He might be able to help test that device without dying so much but, then again, he might make things worse. He can even get jealous and sabotage the Troubleshooters for testing things that he should be testing. And if he knows a piece of vital information, good luck getting that out of him. If the players need some help, Kerry-R can add some dice to the next test's NODE. If the players are getting annoying, good ol' Kerry-R has absolutely incorrect advice.





THE TIRDA SYSTEM

One of the best things about R&D (besides not being assigned as lab monitor) is pushing the limits of science! Sure, that often ends up with a crater and Surprise Mandatory Evacuations but at least you get to rewire, weld and upload all kinds of things together and call it a project.

Now, Troubleshooters get to do that too! The Troubleshooter In-field R&D Adjunct system (TIRDA) is a mechanic that allows players to jury-rig their own experimental devices during a mission, by combining Equipment cards. The results are often spectacular and occasionally even useful!

But this is a real thing beyond the rules as well. In Alpha Complex, TIRDA system exists as a teetering pile of instruction manuals, protocols and forms. The Computer views it as a worthy experiment in experimenting and since the results often kill traitors as well as Troubleshooters, something to occasionally use. Troubleshooters are aware of the existence of TIRDA but those few who lived to tell the tale know not to tell the tale if they want to stay living.

In essence, the players should know that the option of creating their own devices is available to them but also that they cannot just try to combine a piece of chocolate with a dogbot. Someone will demand a report on this TIRDA experiment and probably ask them some poignant questions, such as how the hell they ever got a piece of chocolate in the first place.

How To Use TIRDA

To create a new device, simply combine two or more Equipment cards. There, done! Get back to eating snacks with enough sodium to supersaturate the entire Lake District.

Most of the time, however, this requires two or more players to cooperate and bring their cards together, so not so simple. But that's the players' problem.

TIRDA has three elements: The **combo**, the **result** and the **effect**.

The Combo

First thing's first: *When a player suggests a TIRDA-worthy idea, ask them what exactly they want the resulting device to do.* Remember the answer, it is important. And try not to snicker too obviously.

To start combining things that should probably stay separate, the GM should pick any Stat or Skill that appears on any of the cards and roll that with Mechanics (if it's a Skill) or Engineer (if it's a Stat). If there are none to pick, roll Mechanics + Engineer.

Now comes the fun part. The GM sets the number of successes required to assemble the new device based on... what is a better term than 'imperious mood'... his deep knowledge of the rules and setting. If the Troubleshooter playing frankenstein with devices succeeds, good for him! Go on to the Result.

For each success the Troubleshooter *lacks* after the roll, they can come with a clever (or at least funny) solution, describing how they use some gear or technique to make the two items meld into one. As a wise R&D supervisor once said, when your brain does not work, use duct tape. Such auxiliary equipment should be unusual (mutant mucus), uncomfortable (your own clothes) or cost around 10–15 XP Points apiece. They failed the roll, now they need to pay for it.

Note that failing the roll does not mean the Troubleshooter blunders! It just means that the device will only be usable once (in The Result, below). If the players want the new device to be useful over a period of time, or just not poison an entire sector, they might want to spend some Moxie to increase the chance of success.

How long should it take to merge these things together? As with so many things in *Paranoia*, as long as it is funny. That normally translates to not very long at all but the bigger the items, the longer it is going to take to combine them. Here is a suggestion for GMs who like to blame rulebooks instead of themselves.

- Small items can be combined as part of an all-together different action, even when using an Action Card.
- Combining Medium items, or a Small and a Medium, is its own action.
- Combining Small or Medium with a Large item requires three cumulative Successes, over as many actions as it takes. Combining two Large takes five Successes. Several clones can work on this together, assuming the concept of cooperation is not too alien to them.

Who owns the new device? Why, Friend Computer of course! But if you mean who is responsible for the well-being and property damage potential of this technological chimera, the answer is simple: You.

First, every Troubleshooter is responsible for assigned equipment. That does not disappear with TIRDA, so if the mishmash goes all kablooey, Troubleshooters are on the hook for the devices they contributed. But since they collectively made a brand-new-ish device, they are also responsible for that. When you are Red clearance, responsibility only grows.

The Result

A Troubleshooter managed to not break, contaminate, explode or chew on the two pieces of equipment and now it exists as a TIRDA device. It is time to see what it does – and how reliable it is.

The TIRDA device does what the player wanted it to do. No, really!

Fine, it *kinda* does that. It really depends on how outlandish the stated function was and how different from the component items' function.

- If a Troubleshooter combined a laser pistol and a medkit to cauterise wounds, why not? It is not too far removed from the two components and the effect is small.
- If a Troubleshooter combined a laser pistol and a medkit to shoot bandages and heal injuries from afar, maybe not. Even for *Paranoia*, bandages with solar sails would be silly.
- If a Troubleshooter combined a laser pistol and a medkit to spread ebola throughout the subsector and kill thousands, the GM might want to pull that player aside and have a nice cup of tea and chat. Also, no way. The GM now decides the function.

The number of successes from the combination action becomes the device's Reliability. This rating cannot go above 6, so any additional successes are wasted. Put both cards on the table, one atop the other crosswise, in front of whomever is brave enough to hold it. Take one dice (*not* The Computer dice!) and put it on top of the Equipment cards with the Reliability number facing up see why us World Famous Game Designers limited the Reliability to 6?). If the device has 0 Reliability, don't place any dice; after the next use, the cards get discarded.

Reliability is like an Equipment's Moxie. When a player uses the device, they can add any number of dice to their NODE up to its Reliability, then reduce the same number from the Reliability. One point of Reliability *must* be used on each activation, if available. Otherwise, the Troubleshooter is just lightly shaking this thing at people and that rarely ends well. After each usage set the dice to show the lower number.

Once Reliability reaches 0, the device still functions one last time but the player must roll on the *Oh No!* table below. In addition to the resulting effect, the TIRDA device breaks to pieces and is no longer useful. The GM can decide one of its component parts still works as it did before and return the card to the player. If not, both Troubleshooters will have to explain why they should not face stiff XP Point fines in debriefing.

Sometimes, when players combine several Equipment cards, they expect the result to be more impressive. If it is warranted, you can decide that for each card beyond the first, the device gains one more point of Reliability. Use a second dice or something.



THE CUPPAGUN 8000: KILL TERRORISTS AND STAY REFRESHED

The Use

Compared to half the things Troubleshooters deal with, creating new devices is easy, right? Even if the players fail, they can work a little, maybe be a bit creative and still assemble the device. Strange. Why is that? The reason is straightforward: So it can go horribly, awfully awry.

Activating a device should require a roll just like any piece of equipment. Players tend to create some weird devices with some wild explanations trying to play to their character's strengths, like turning a gun into a catapult because their Guns is low but their Throw is great. This should be allowed and even encouraged because TIRDA is not about the success. It is about the side effects.

The user must spend at least one Reliability on the roll and can spend their own Moxie as well. In rare cases, when it does not make sense to roll, use the item's Reliability as an indicator of its number of uses. If at zero, it activates one more time but does not work as intended, at all.'

A TIRDA device always does something when it is used, even if the roll fails (especially if the roll fails). The exact result depends on the function. If the activation roll is a success, it does that thing. Did the Troubleshooters merge a flash bang grenade with a flameshooter? Disco-bright fire is everywhere! Dance, stop, drop and roll, citizen!

When TIRDA Fails

Ah, but what happens when the lucky Troubleshooter using the TIRDA device screws up? If there are not enough successes rolled, what happens?

First, the Reliability is still lost. But then the GM can choose any of these options:

- **The device creates the opposite effect.** If the planned function was to create a nonlethal ranged weapon, it decapitates clones from 100 metres. This will not change moving forward unless they screw up another roll (so, like, next turn).
- **The device functions as intended and also something fun happens.** Combining body armour with roller skates does, in fact, create a decent battering ram, but then it becomes self-aware and wants snacks.
- **The device does nothing and the user is now in imminent danger.** Good job adding a medkit to that needler to heal people across a transbot station. But what is that strange, glowing goo all over your hands and why are you shrinking?

But there is one more option: Roll or choose from the *Oh No!* table below. This table is lovingly crafted with the finest malfunctions, dew-picked and flown in from the Underplex, cleansed in the finest quality designers' minds, lightly edited and printed in normal ink because succulent Swiss chocolate is expensive.

THE OH NO! TABLE

Roll	Not Too Bad	Very Bad	Oh No!
1	A warning klaxon sounds	It makes a deafening roar	The Walls of Jericho fall
2	It is leaking oil	It is leaking chlorine	It is leaking gamma rays.
3	It stabs your hand	It cuts off a finger	Could you pick up my hand on the floor there?
4	You feel a mild shock	Your gear shorts out	Who knew eyeballs could explode?
5	Ink sprays on your uniform	Battery acid sprays on your face	I smell almonds gurgle bleh
6	It gets kinda hot	Your hands have 2nd-degree burns	Welcome to your funeral pyre

What happens if the Troubleshooters request help from Friend Computer? They are transferred to R&D's Office of the Protocols of TIRDA.

To make sure Troubleshooters could be blamed for any accidents or catastrophic deaths, R&D created step-by-step instructions that numbered in the thousands. This way, it became much more probable that a Troubleshooter will miss a step, thus pushing the blame back on the agent in the field and away from R&D.

'Step 3.5.12: The assembler takes the thrice-pronged oblong oval device (and not the unpronged, oval oblong device) with either right or right hands and carefully intercalates said device (again, not the pronged one) in the quadratical surface adornment at a precise 390-degree angle. This activates the charging system.'

That resulted in most Troubleshooters avoiding TIRDA completely, which R&D accepted as a win because who wants to talk to Troubleshooters. But CPU managed to convince The Computer that these protocols were faulty. After all, if TIRDA is a thing, there must be accurate instructions, dusty three-ring binders and poorly formatted text files using Comic Sans (most people agree CPU was not trying to be annoying; they just cannot help it). So R&D went the other way and loosened the wording so much, they barely mean anything anymore. Most do not even have words, just a weird mix of cartoonish Troubleshooter images, drawings of parts and the occasional anti-symbol.

Yes, let the Troubleshooters ask for help. It is fun to watch their hopes die.

Examples of TIRDA Devices

The following are some of the possible combinations when using the Equipment cards that come with *Paranoia*'s core box set.

Laser Tripwire + Grenade = Explosive Trap

By reducing the laser's intensity and combining its detection systems with the grenade's pin, a Troubleshooter can create a dangerous and explosive trap! Dangerous to the Troubleshooter, that is, because both of these cards note that mishandling these pieces of equipment is a very risky business. If they survive the Combo, they may not survive the Use.

Minigun + Sniper Rifle = Sniper Minigun

When combining weapons, make sure to understand the player's intended function. They usually want to take a specific feature of one weapon and combine it with the firepower of the other (in this case, creating a minigun with a sniper scope) so they can kill more indiscriminately. Give them exactly that, unless they fail the activation roll or run out of Reliability.

Electro Knuckles + Data Bomb = Power-Out Knuckles

Instead of blasting the whole area with a dangerous data bomb, a Troubleshooter equipped with these knuckles only erases whatever mechanical device they hit. Or so they hope. Great for punching a bot to make it forget about all of the treacherous details you've accidentally revealed to it in the last two minutes.

Fake Moustache + Foam Grenade = Hair Grenade

You know, maybe there should be some restrictions because this is just unsettling.

Example of the Combo & Result in Action

Player A: I'm going to combine the dogbot with this night-vision sonar helmet.

GM: For the love of FC, why? The dogbot can see in the dark.

Player A: Sure, but the helmet works by shooting and receiving invisible sonic blasts. I like the shooting part. I want a loyal companion who can hit stuff with sonic blasts!

GM: That's kinda weird, so sure. First I need to know what exactly do you want the TIRDA dogbot to do?

Player A: I want it to be able to bark supersonic blasts that cause damage whenever I tell it to.

GM: Then let's make this happen. Make a Mechanics + Engineer roll.

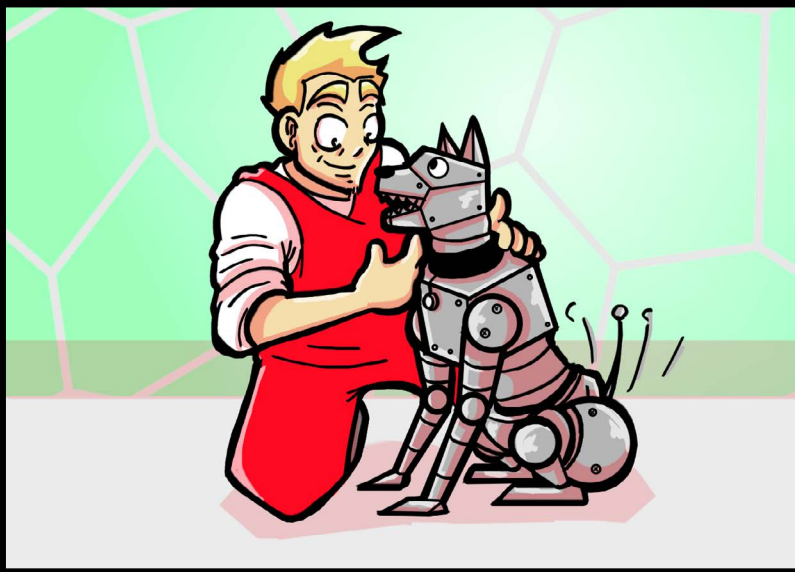
You're trying to change the helmet's original purpose, so I'll say you need three successes.

Player A: Got two.

GM: You can get that one needed success if you explain to me how you attach the two devices. But make it funny!

Player A: Hmm. I open the Coretech catalogue and order some high-quality oil. I then unscrew the sonic component from the helmet and coat it with the oil. I present this to the dogbot who laps it up happily. Who's a good boy! Er, bot!

GM: That works for me! Write off 15 XP Points for the oil. You get Reliability 3, so put a dice showing the three side on top of the cards.



Example of the Use in Action

Player A: *That's it, I'm sure that security guard is actually a terrorist in disguise. Dogbot, bark!*

GM: *How many of the Reliability points do you want to use? You have to use at least one.*

Player A: *All three!*

GM: *Okay! Roll Chutzpah + Intimidate. This is all about how fierce you can convince your dogbot to be. Remember, it was programmed to behave like a cute pet. Add three dice for the Reliability.*

Player A: *Four successes! Yes!*

GM: *The dogbot opens its mouth and a supersonic scream too high-pitched to be perceived by the human ear is fired toward the guard. It's so powerful, the guard bursts from within! But your small dogbot is launched backwards by the shockwave, crashing into... [looking around the table] Player B.*

Player B: *Sorry, I was on my phone. What's going on?*

GM: *You're Hurt as a screaming dogbot slams into your stomach.*

Player A: *Never mind that, is the dogbot okay??*

GM: *It seems wonky. One ear has fallen off and its tail is, well, lodged into a spleen.*

Player B: *My spleen?*

GM: *It squeaks in a strange way when it moves. It now has Reliability 0, which means it can function one last time. Oh, and the guard's friends are coming from right around the corner.*

Player A: *Attack, my brave dogbot! Attack!*

Player B: *Say, is one of them a medic?*

Once players realise they can make all kinds of neat/horrific things with the TIRDA, they might get annoying and try to use it all the time. The GM should only allow this if they want it this way. Otherwise, feel free to have the chimera'd device explode and take out that Troubleshooter. Do this enough times and either players will learn or the game session will be over. Win-win!

SUGGESTION STATION FORM

YOUR IDEAS ARE IMPORTANT!¹

Your Name:

**Your Current
Job Assignment:**

Your Secret Society:

**Last Time you ate EZ-Squirt
Joyful Mystery Condiment #11:**

Your idea

(please be specific but general):



SUGGESTION STATION FORM

**Are you Yellow
clearance or higher?**

IF **YES**, please write 'No' in the
space provided below.



IF **NO**, please rethink your life choices.
IF **UNSURE**, please stay where you are
and contact Internal Security.

DO NOT WRITE ON THIS LINE:

I believe my suggested device/app/idea will:

(check all that might not apply)

- ☐ Help me fight traitors and mutants.
- ☐ Help someone else far away fight traitors and mutants while I am safely at home.
- ☐ Earn me some XP Points in a complicated scheme I did not think through.
- ☐ Create morale-boosting art out of blood splatter patterns.
- ☐ Create enough evidence to prove my boss is a terrorist.
- ☐ STOP THE LOUD VOICES IN MY HEAD.
- ☐ Just waste time and resources, really.
- ☐ Give you a bigger budget that you can share with me, hint hint.
- ☐ Hopefully cancel my upcoming execution.

¹Unless the ideas are stupid, in which case do not bother.

WARNING
CLEARANCE LEVEL VIOLET

ALPHA COMPLEX MOST LOYAL CITIZENS



LESCAR-B-EAU
(ALEXANDRE LESCARBEAU)

/// NOTES

DEAN OF UNEDUCATION AT THE
LOYAL COLLEGE FOR SCIENTIFIC
MISUNDERSTANDINGS.

CURRENT PROJECT: MAKING MATHS
EVEN MORE COMPLICATED.



ARTUR-B-MUC (ARTUR STĘPIEŃ)

/// NOTES

SENIOR VP AT THE HGH
EXPERIMENTATION AND FUNBALL
PLAYER TRAINING FACILITY.

CURRENT PROJECT: CAN A CLONE
GROW 3 METRES TALL?
WE'LL SEE.

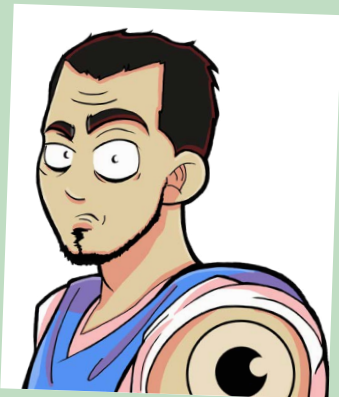


IAN-B-SHC (IAN SHARMA-COOK)

/// NOTES

MANAGER OF LAB 451 WHERE THEY
SAFELY DESTROY MEDIA THAT MIGHT
BE TREASONOUS.

CURRENT PROJECT: BURNING
ACCURATE MAPS.



JARED-B-COR (JARAD CORNETT)

/// NOTES

CHAIR OF SELECT COMMITTEE FOR
SELECTING SCIENTISTS FOR RATHER
NICE HOLIDAYS.

CURRENT PROJECT: NONE
(ON HOLIDAY).



KERRY-B-JDN (KERRY JORDAN)

/// NOTES

CHIEF RESEARCHER AT THE THINGS
HUMANITY DEFINITELY SHOULD KNOW BY
NOW BUT DOES NOT RESEARCH ANNEX.

CURRENT PROJECT: KEEPING BOOTS
TIED (BUT NOT TOGETHER).



KIMMO-B-KUL (KIMMO KULOVESI)

/// NOTES

STAFF SCIENTIST AT THE CENTRE
FOR OBSOLETE BUT STILL A BIT
USEFUL TECHNOLOGY.

CURRENT PROJECT: COMMODE 32
PERSONAL ABACUS RESTORATION.



MALCOM-B-CBL (MALCOLM CAMPBELL)

/// NOTES

LEAD SCIENTIST AT THE CONFUSED
CENTRE FOR SOMETHING, IT'S RIGHT
ON THE TIP OF MY TONGUE, FORGET
MY OWN NAME NEXT.

CURRENT PROJECT: CAN'T REMEMBER.



MIKE-B-KPK (ANTHONY KAPOLKA)

/// NOTES

SUB-DIRECTOR OF THE WHO'S A CLEVER BOY THEN REMEDIAL HOSPITAL AND GAME SHOW RECRUITMENT.

CURRENT PROJECT: THE BAKE-A-TRAITOR GAME SHOW.



SEAN-B-MLY (SEAN MOLLEY)

/// NOTES

PRIMARY RESEARCHER FOR PERFECTLY REASONABLE EXPLANATIONS AT THE SNEAKY INSTITUTE FOR SKULDUGGERISH STUDIES.

CURRENT PROJECT: CONVINCE STAFF THE LAB ASSISTANT IS NOT FROM THE OUTDOORS.



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PARANOIA

PARANOIA

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NOTES

WRITE YOUR TREASONOUS THOUGHTS HERE.

NOTES

DESCRIBE WHY THE COMPUTER IS NOT
YOUR FRIEND.



NOTES

DESCRIBE IN DETAIL WHERE YOU MEET
YOUR SECRET SOCIETY CONTACT.

