Code	Name
GM-1	Trouble-shooter with Laser Pistol
GM-2	Trouble-shooter with Laser Pistol and Com Unit
GM-3	Trouble-shooter firing Laser Pistol
GM-4	Sneaky Trouble-shooter with Laser Pistol
GM-5	Trouble-shooter with Laser Rifle
GM-6	Trouble-shooter with Laser Rifle
GM-7	Briefing Officer
GM-8	Recording Secretary
GM-9	Vulture Warrior with Slug-thrower
GM-10	Vulture Warrior with Sonic Rifle
GM-11	Vulture Warrior with Laser Rifle
GM-12	Vulture Warrior with Laser Pistol
GM-13	InSec Trooper with Laser Pistol
GM-14	InSec Trooper with Slug-thrower
GM-15	R&D Genius
GM-16	PLC Clerk
GM-17	Warbot
GM-18	Infrared Drone
GM-19	Commie with Bomb
GM-20	Commie
GM-21	Commie Mutant
GM-22	Commie Mutant with Spear
GM-23	Citizen Under Duress
GM-24	Escaping Commie Mutant Traitor
GM-25	High Programmer
GM-26	Smoking Orange Boot
GM-27	Smoking Yellow Boot
EX-7	Monitor
EX-9	Warning Sign
HS-17	Smoking Red Boot
HS-22	Scrubot

Danger! Lethal RADIATION beyond this point!

Labels on the cut-out miniatures sheet:

Right column:
- GM-14 IntSec Trooper with Slug-thrower
- GM-13 IntSec Trooper with Laser Pistol
- GM-12 Vulture Warrior with Laser Pistol
- GM-11 Vulture Warrior with Laser Rifle
- GM-10 Vulture Warrior with Sonic Rifle
- GM-9 Vulture Warrior with Slug-thrower
- GM-8 Recording Secretary
- GM-7 Briefing Officer
- GM-6 Trouble-shooter with Laser Rifle
- GM-5 Trouble-shooter with Laser Rifle
- GM-4 Sneaky Trouble-shooter with Laser Pistol
- GM-3 Trouble-shooter firing Laser Pistol
- GM-2 Trouble-shooter with Laser Pistol and Com Unit
- GM-1 Trouble-shooter with Laser Pistol

Middle column:
- EX-9 Warning Sign
- EX-7 Monitor
- HS-23 Scrubot
- GM-25 High Programmer
- GM-24 Escaping Commie Mutant Traitor
- GM-23 Citizen Under Duress
- GM-22 Commie Mutant with Spear
- GM-21 Commie Mutant
- GM-20 Commie
- GM-19 Commie with Bomb
- GM-18 Sneaky Infrared Drone
- GM-17 Warbot
- GM-16 PLC Clerk
- GM-15 R&D Genius

Warning Sign text: **Danger! Lethal RADIATION beyond this point!**

HS-12
Citizen
with Laser
Pistol

HS-13
Citizen
with "Box"

HS-14
Concerned
Citizen

HS-15
R&D
Genius

HS-1
Trooper
Firing Laser
Pistol

HS-2
Trooper
with Laser
Pistol

HS-3
Trooper
with Laser
Rifle

HS-4
Trooper
with Sonic
Blaster

HS-5
Trooper
with Slug-
thrower

HS-6
Trooper
with
Neurowhip

HS-8
Combot

HS-9
Docbot

HS-10
Jackobot

HS-11
Seekerbot

EXA-4 Autocar

glue and fold under

HS-18
Petbot

HS-17
Smoking
Boot

GM-28
Multi-
Terrain
Vehicle
(MTV)

HS-1 Trooper Firing Laser Pistol

HS-2 Female Trooper with Laser Pistol

HS-3 Female Trooper with Laser Rifle

HS-4 Trooper with Sonic Blaster

HS-5 Trooper with Slug-thrower

HS-6 Trooper with Neurowhip

HS-7 Bureaucrat

HS-8 Combot

HS-9 Docbot

HS-10 Jackobot

HS-11 Seekerbot

HS-12 Citizen with Laser Pistol

HS-13 Citizen with "Box"

HS-14 Concerned Citizen

HS-15 R&D Genius

HS-16 Ram-B-EAU

HS-18 Petbot

HS-17 Smoking Boot

HS-20 Tyranno-saurus Rex
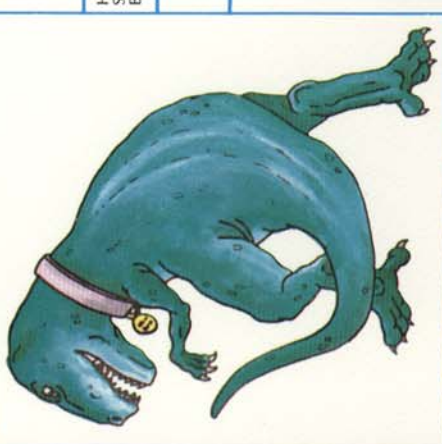
HS-19 Randy the Wonder Lizard

INTSEC

HIL

HIL

HIL

HIL

TAC 5·F

TAC 5·F

HIL SECTOR

Cardstock Commies Props and Excessories

The Computer grants permission to photocopy this page for personal use. Assembly Directions on page 64.

STOP

TERMINATION VOUCHER

This entitles the bearer to terminate

_____ -1-2-3-4-5-6, the

[ ] Commie   [ ] Mutant
[ ] Traitor   [ ] Scum
[ ] Other (describe) _____

_____

[ ] All of the above

in the service of Alpha Complex and
The Computer

EXA-2
Security Checkpoint
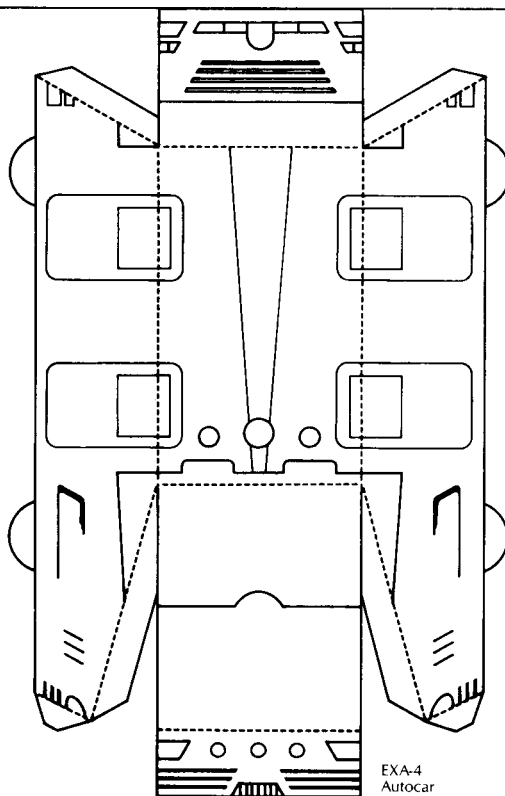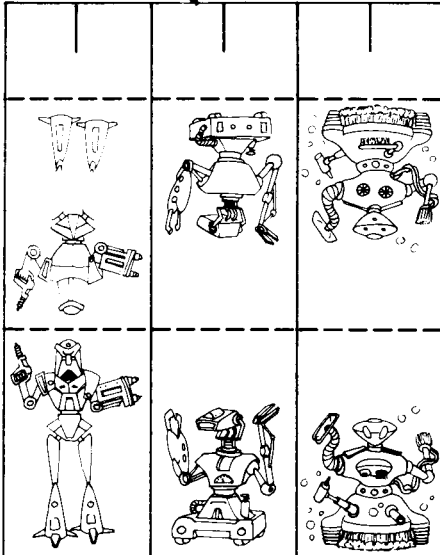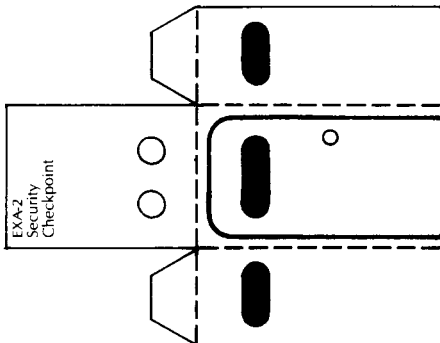
HS-8
Combot

HS-21
Techbot

HS-22
Scrubot
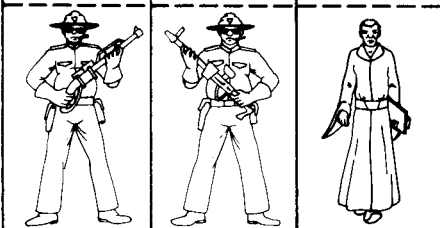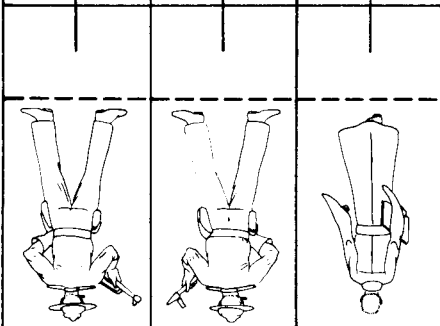
HS-23
RFD Trooper with Slugthrower

HS-24
RFD Trooper with Laser Rifle

HS-25
Ultraviolet

EX-5
Inspection Panel

EX-6
Ladder

HS-26
Commie

EX-1
Door

EX-1
Door
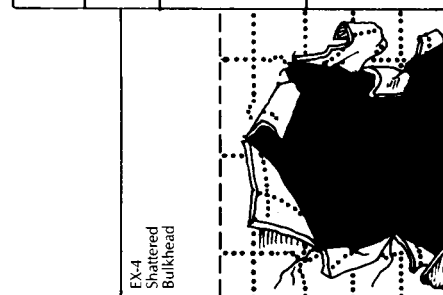
EX-4
Shattered Bulkhead

EXA-1
Console

EXA-4
Autocar

EX-3
Shattered Blast Doors

EX-1
Door

THE OFFICE

EX-2
Blast Doors

EXA-3
Destination Station

37
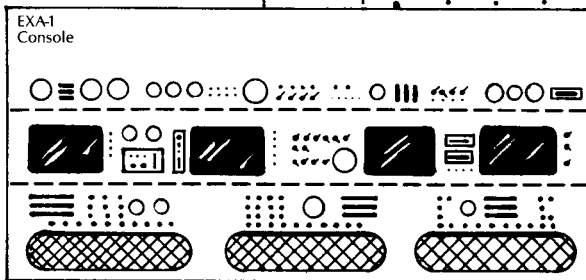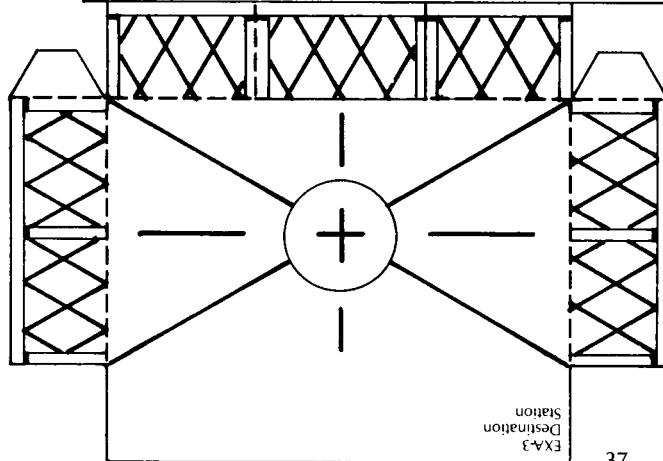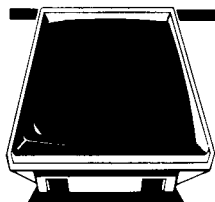
PARANOIA Miniature Rules

What's a Miniature?

When we game junkies talk about "miniatures," we're talking about either a metal figure small enough to be swallowed by a curious child, or an adorable strip of decorated cardboard that gets folded in an awkward way so it stands up by itself and looks neat.

For your gaming enjoyment we have provided you with adorable cardboard miniatures. We proudly refer to them as *Cardstock Commies™*. They are superbly crafted, amazingly detailed, and exceedingly pleasing to the eye. And boy, are they fun to shove around.

We have also included *Official Cardstock Commie Props and Excessories* in the pullout you to add to the fun and folly of the rules you are about to eat up.

And for your *further* gaming enjoyment, we at West End have arranged to have suitably magnificent metal miniatures designed and produced by preeminent artistic geniuses in the field (in North America Sector, our good buddies at Grenadier Models; in Europe Sector, the jolly chaps at Games Workshop).

But don't go away just yet. You haven't heard the half of it.

■ Assembling the Cardstock Commies™

Take a pair of scissors. (We suggest you use safety scissors — you know, the cheesy little ones with blunt edges? That's the only kind they allow us to use here at the office.) Gaze thoughtfully at the cover of this adventure. Two thirds is the Player Screen/Snappy, Eye-Catching Product Cover; the other third has the nice miniatures printed on it. *Carefully* separate the miniatures from the screen.

On the miniatures sheet are *solid* lines and *dotted* lines. Don't cut on the dotted lines or you'll have to go out and buy another copy of this adventure.

Hmmm . . .

So, just cut along the dotted lines and fold along the solid lines . . .

Whoops! Sorry. It's the *solid* lines you cut and the *dotted* lines you fold. Gee, we're really sorry about the mix-up. Look at the diagram that demonstrates this amazing technique (figure 1).

Go ahead. You can trust the diagram. Honest. Diagrams don't lie. Really.

Once you've cut up *all* the figures (you did cut on the *solid* line, right?) and folded them *all* (on the *dotted* line, right?), overlap the two smaller pieces and fasten them *all* together with glue or tape, or slice and overlap the two smaller pieces as shown (figure 2). Now they sort of stand up by themselves, unless disturbed by maladroit gamers or gentle breezes. To prevent them from toppling over every two seconds, fasten a little weight to the bottom — like a penny, a bottlecap, or a brick. A paper clip works fine, too (figure 3).

Note that these *Cardstock Commies* are in color on one side and black and white on the other. Use the color side for play. The black and white side was left that way for you to photocopy or trace, then color them whatever security clearance you want.
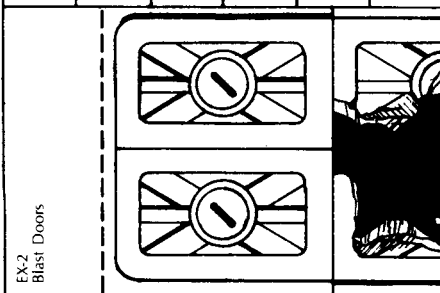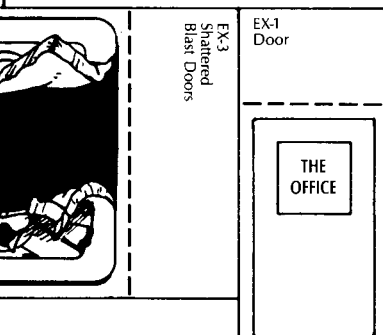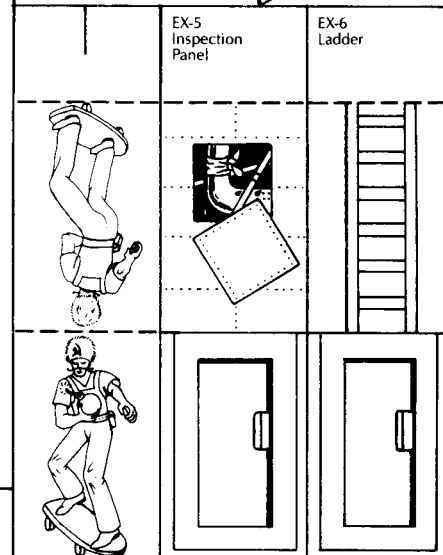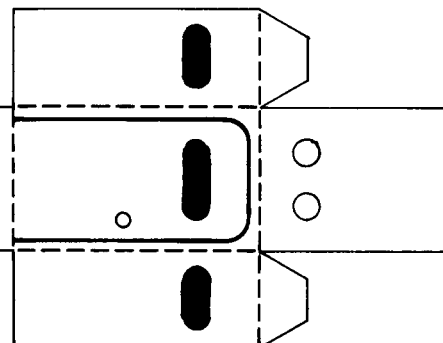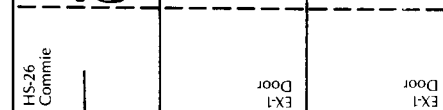
Now open up to the pullout section in the center of this package. See that page of miniatures? You'll find more characters from HIL Sector and all sorts of props to build your very own three dimensional simulation for adventuring in earnest. Pretty darn impressive, we think.

■ Staging Roleplaying Adventures with Miniatures

In the *Gamemaster Handbook* we specifically say "Neither miniatures nor counters nor hex-map are used in *PARANOIA*." What we meant was that we don't use miniatures for *wargaming* in *PARANOIA*. But it's okay — in fact, real entertaining — to use miniatures to *stage* PARANOIA encounters.

Using miniatures lets the GM present the setting and situation clearly to the players without going through a lot of verbal description. When the situation is visualized and tangible, sitting there staring up at the players, it often prompts improvised problem-solving based on details that otherwise would only exist in the GM's imagination.

But the most important reason to use miniatures is that they're vatloads of fun. And with *PARANOIA*'s unique informal attitude toward miniatures, there is the additional entertainment of setting the scene, either with hideously inappropriate and unseemly materials or with the included props and excessories.

But we don't want to go into a long-winded abstract defense of using miniatures in *PARANOIA*. It's fun. That's all there is to it. The Computer says so.

There are actually two ways to enjoy *Cardstock Commies*. A system for everyone, you might say. You'll catch on as you read the following sections on the Tactical Miniatures Gaming (TMG) Environment.

And won't your mom (or replace with any person of authority) be pleased when she finds these things all over the house, for example.

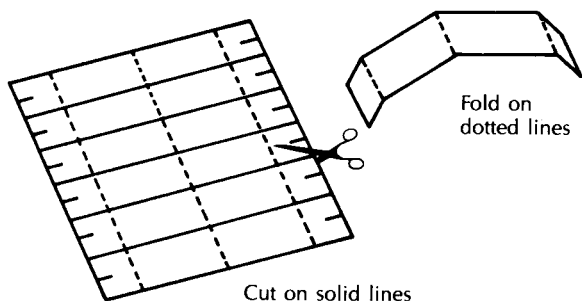"All over the house," you ask in a quavering voice? Heh, heh, heh. Read on.

Fig. 1

Fold on dotted lines

Cut on solid lines

Fig. 2

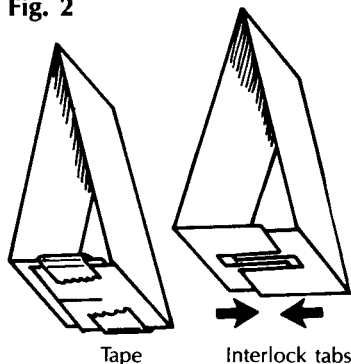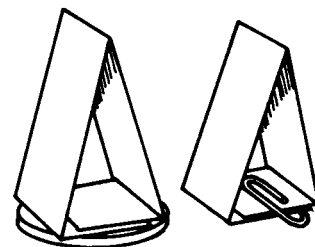Tape   Interlock tabs

Fig. 3

System One: Turning Your Home into a Busy Subsector of Alpha Complex

Oldtime wargamers have huge tables in their creepy basements. These tables hold piles of sand where they stick zillions of metal figures and play God with them. These tables are called, oddly enough, 'sand tables.' We don't know anybody who indulges in this quaint passtime. (No, really. Hey — we didn't lie about how to cut out and fold your card-stock figures, did we?)

Oldtimers, nevertheless, have all this space devoted to their hobby. While we feel that playing **PARANOIA** ought to be as obsessive as wargaming, we realize that not everybody has room for a sand table. But don't feel put out. You don't need a sand table to visualize **HIL Sector Blues**. We've got a concept that makes a sand table seem like small potatoes.

Our first miniature system requires you to use your house. No, not just a single room. The *whole* house.

Incredible idea, eh? Wish you'd thought of it yourself, right?

This system turns the vast expanse of your home into Alpha Complex, allowing you to create an entire TMG environment. What follows is some suggestions for using household items as part of your display. We are so excited . . .

A Room-By-Room Guide to TMG Gaming

Most of you have never used your entire house for Tactical Miniature Gaming (TMG). Here are a a few hints on how to set up your home as Alpha Complex's famed HIL Sector. Warning: this system should only be attempted under strict adult supervision and in a rather large home or building, unless otherwise noted.

A Note Concerning Cardstock Commies

While our miniatures rules are compatible with metal figures, all of these staging ideas are for use with our *Official Cardstock Commies and Props*. In other words, it's not a good idea to stick anything but *paper* miniatures in washing machines or under lawn mowers. Got it?

1. Kitchen
• The Armory (an IntSec service department) — the utensil drawer, full of steak knives, fondue forks, and rusty spoons.
• The Food Vats — food processors, blenders, and mixers; bowls full of eggs, maple syrup, vegetable oil, and baking soda make lovely food vats to dump PC miniatures in. Taste is about right, too.
• Food Services — the kitchen table. Salt shakers make nice guardbots.
• Commissary Offices and Warehouses — the cabinets and pantry.
• Exotic Environments Simulation Chambers — the oven and the refrigerator.
• The Ambassador from Venus Sector — the Unidentified Green Thing that lives on the back shelf of the refrigerator.

A Note Concerning System One

If you lack suitable space you'll need to improvise. The Public Library can be a fun place to play *PARANOIA*. If the librarians give you any trouble, show them this notice:

****
The bearer of this document is authorized to play *PARANOIA* in any public area or building.
****

There. That was easy.

But suppose it's a holiday and the library's closed. In that case you have to do some creative thinking. Or suppose you're a student at college and don't have a kitchen. (If you don't have a bathroom we don't want to know.)

Don't worry. You can still enjoy staging *HIL Sector Blues*. Get a knife. Clean the crusty peanut butter off it. Find a level surface. Clean the crusty peanut butter off *it*. Place the knife there. *Voila!* The Armory.

No problem. A living testament to the indomitable creative spirit of man.

2. Laundry Room
• IntSec Ministry of Political Orthodoxy and Interrogation — the dirty laundry.
• Water Recycling and Heating Plant — washing machine (also graphically simulates the effects of a tacnuke on *Cardstock Commies*).
• Power Services Giant Atomic Generator — clothes dryer.
• Vaporized Citizens and Vehicles — powdered detergent.

3. Bathroom
• Department of Forensic Sciences — the cosmetics/medicine cabinet.
• The Big Reservoir — tub or shower.
• Fabled Residence of Unimaginably Powerful High Programmer — toilet tank.
• Fabled Route to the Outdoors — toilet bowl and beyond.

4. Your Parent's Bedroom
(Those of you who don't live with your parents anymore may want to go back to their house to set up all these neat simulations. Otherwise, improvise.)
• Department of Surveillance and Covert Operations — Since your parents use this room as a base of operations, you can too. Hold all Department meetings under the bed to insure security. Your dad's cufflinks are tracers and microphones and your mom's bobby pins are hidden cameras.
• IntSec Motor Pool — the closet. All the shoes are autocars, tubebots, transbots, flybots, subbots, and Vulture strike aircraft.

5. Your Bedroom
• Vulture Target Range/Troubleshooter Drill Team Practice Field — your bed. Now and then the schedules get mixed up. Put some NPCs in the center of the bed. Troopers are supposed to rescue them. Lob bowling balls at the bed to simulate tacnukes.
• Mini-Reactors — electric light bulbs. Traitors get assigned as reactor shielding. Place miniature near hot light bulb and watch it turn brown.

6. Living Room and/or Dining Room
Most of IntSec's important facilities are located here — the PCs' exclusive and luxurious apartments, IntSec Central offices, lounge, duty rooms, Ministries of Information and Political Therapy, Informant's and Mutant's Registry, and so on — scattered in, on, and/or under various pieces of furniture. For example:
• Informant's Registry — the telephone. Use this to speak regularly to your players
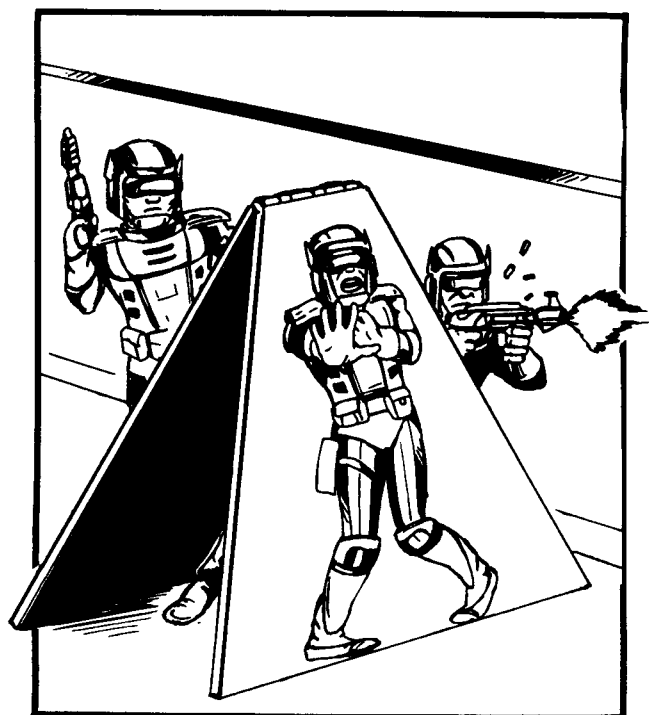
between sessions, encouraging them to inform on each other.

• Department of Political Therapy — the TV. Turn it to a network channel, or just tune it in between stations. Turn up the volume real loud. Require traitors to sit in front of the screen until their brains get soft and pliable. Then tell them The Truth — that The Computer is their friend.

(You know, some people do this as a form of recreation. Aren't you glad you do stimulating, educational things like playing *PARANOIA*?)

Security Clearances

Since all of Alpha Complex is divided up by security clearance, it follows that each department, corridor maze, and bathroom has a security clearance. Take some paint. Apply it to your living room rug with a paintbrush or roller. Divide the room into sectors. Use different color paints for the different clearance colors.

If you're overly concerned about your personal possessions (and obviously ignorant about how to have a good time), you don't have to ruin your home. Laying string about the room is a boring alternative. Or piles of sugar. Or lines of cereal. (The last two items may require periodic reinforcement if you have a pet or hungry players.)

When laying the areas, create a bare network of black areas for the Infrared clones. If you want to cheat a bit, use electrician's tape for Infrared hallways. This guarantees that everyone can get where they need to go, since anyone can enter lower-security clearance areas.

Progressively-higher security clearances occupy proportionally-smaller areas. While large portions of each room will be of Infrared clearance, a smaller area would be occupied by Green clearance,

"Love Story?" Sounds treasonous to me . . .

and a very small area — maybe just a few shelves and boxes — might be designated Violet Clearance.

There's at least one Ultraviolet section in every room, but its location is secret. Of course, we think your pocket might be a nice place. Or under the rug. Anyone who stumbles across this secret area must be executed.

The Computer

Every subsector of Alpha Complex contains a CompNode of The Computer (see *Botbusters* in the *Acute Paranoia* supplement). HIL Sector is no exception.

Obviously your personal computer is The Computer. If you don't have a personal computer, just use a nice big box. If you used cereal to lay down the security clearance boundaries in your house, you have plenty of empty boxes lying around.

Make sure your players know that this is only a subunit of The Computer. That even if they *did* manage to destroy it, it would have no effect on Alpha Complex as a whole. No effect at all. And, as for HIL Sector, well, what's a little suffocation when essential services are interrupted between friends?

The Transit Tubes

The transit tubes are easy to simulate: use empty paper towel tubes. If you don't have any handy, unroll full ones. This means you'll also have plenty of Computer paper for Alpha Complex!

Tape, glue, staple, or smush the tubes together. Then get string and thumbtacks or nails. Suspend the tubes from the ceiling with string. Ta-da! Transit tubes.

That's about the way the High Programmers of HIL Sector put them together in the first place. Talk about authentic recreations . . .

System Two: Staging Adventure Encounters in a Smaller TMG Environment

So far we've discussed setting up the basic outlines of a subsector of Alpha Complex using your entire home. We realize that while this is a great idea, it could be impractical for everyday play. So we've also come up with a system for staging specific areas of HIL Sector (and other sectors) where Tactical Miniatures Gaming adventures take place. We refer to using your living room/dining room, but the same principles may profitably be applied to other rooms, or to your lawn, or nearby streets, football fields, national parks, or anywhere you regularly play *PARANOIA*. This system, while not as far-reaching in scope, will probably keep you from getting in vatloads of trouble.

"And how," you may ask, "do you propose to turn my living room/dining room into a tactical display? Given your comments about painting the rugs, we quiver in anticipation. Do you propose dumping wet concrete on the floors and sculpting it into a model of Alpha Complex?"

Well . . . don't think we weren't tempted. But we chose another material to work with — a material in general profusion in our culture, and of singular adaptability to our nefarious purposes . . .

Books, our friend. Books. Big ones are best. Phone books. Classics. Religious books. Old books. New books. Your father's first editions. Your mother's cookbooks. The list is endless.

The Procedure

Run around your house and grab any books you can lay your grubby hands on. Swiping expensive books shows you have good taste. Making off with your little sister's coloring books is simply cowardice.

Throw them into a big pile in the center of your living room. When you have a Really Big Pile, you're ready.

Select the most valuable books first and lay them in parallel, perpendicular, and diagonal rows to form the main corridors of HIL Sector. Along each corridor are lots of rooms. Big rooms are indicated by outlines of books. Small and medium-sized rooms may be indicated likewise, or may be represented by the area of the book itself. (For a clearer idea of how this works, look at the staging maps for the adventures located in the pullout.)

Wherever possible, turn the page-edge side of the book into the interior of the corridor or room. This is so you can jam stuff like cut-out doors and other props

into the edges of the books. A goodly number of these props — doors, wall-mounted computer terminals, and other Fun Stuff — have been prepared for your amusement. We refer to these as *Cardstock Commie Props and Excessories* and you can find them in the pullout, as well. Cut them out and insert the tabs into the sides of the corridor and room walls as illustrated in figure 4.

Fig. 4
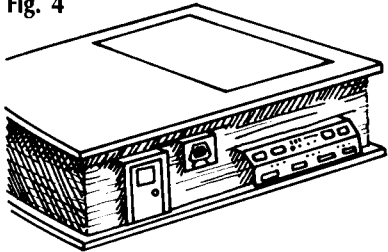
Excessories in action

Maneuver and Mayhem in the TMG Environment

■ Tampering with *PARANOIA* Combat Rules

Review the Combat rules 13.1-13.5 in your *Gamemaster Handbook*, pages 46-47.

Wasn't that fun?

Here's an alternate Combat Sequence we recommend for miniatures staging. (This would modify section 13.1.1.)

Combat Sequence

• *GM Selects NPC Actions:* First the GM stares at the layout and figures out what the NPCs should logically, dramatically, or entertainingly do. Then he may announce or not announce what the NPCs will do. If he announces, the PCs get to react according to this knowledge. Otherwise the PCs have to guess what the NPCs will do.

■ Should the GM Announce or Not?

It depends on the situation. Some opponents are so stupid and obvious that they will telegraph their actions; some are shrewd and enigmatic, and likely to surprise and outfox the PCs. All else being equal, keeping the actions a mystery usually builds tension and suspense; however, it is tasteless (though often dramatically correct, and thoroughly *PARANOIA*) to change your NPCs' tactics in response to the players' declarations.

• *Players Declare PC Actions:* The GM goes around the table, asking each player what his character will do. (No fair changing your mind after declaring your intentions, unless the GM judges the change sufficiently more entertaining, i.e., "Oh, Moe-O-DJO is going to detonate the Solar Grenade? Shoot, forget drawing my laser; I'm taking off my shirt so I can get a better tan.")

• *Combat Resolution:* Note below that movement comes *after* attacking, unlike the standard rules, which state that all actions are simultaneous.

1. *Assess/Ignore Modifiers:* If you *want* to, figure out all the modifiers listed on the Combat Modifiers Chart 13.3.6.

For miniatures staging, we recommend that you ignore all modifiers *except* Dodging (section 13.3.2), which gives the PC an important defensive option that appropriately reinforces the roleplaying focus of *PARANOIA* — futile, terrified, desperate commitment to avoid inevitable doom.

2. *Hit determination:* (As usual.)

3. *Damage determination:* (As usual.)

4. *Hit location:* Forget it. (Who cares. We use it when it suits us — rarely.)

5. *Movement:* Anything still alive (and not knocked silly) can move.

■ Why We Put Movement at the End of Combat

Putting movement at the end of the combat round puts the most dramatic action (blasting and bashing things) first. It also creates sitting ducks — a perfect situation for *PARANOIA*-style action. And sharp marksmanship (or massive weaponry) often renders movement superfluous, eliminating the step of tedious and irrelevant tactical maneuvering for many citizens. Faster pace and more helpless victims — perfect for *PARANOIA* miniatures.

■ Movement and Scale in the TMG Environment

Review the Movement rules 13.2 in your *Gamemaster Handbook*, page 46. Some traitor introduced the Stroll movement speed in *Acute Paranoia*, and didn't even define it. (His name is Costik-Y-ANN. Sic 'em.) Stroll is 2 meters per round. We are also premiering the Zooming Vehicle speed in this supplement — any speed faster than 40 meters per round. Someday we ought to sit down and design a complete vehicle movement system. Someday. In the meantime, vehicles just zoom in and out of the TMG, caroming off walls and flattening citizens.

■ TMG Movement Scale Chart

Three (3) Real Centimeters Equals (=) Two (2) TMG Meters

■ TMG Movement Speeds

Stroll: 2 meters/round
Walk: 5 meters/round
Run: 20 meters/round
Sprint: 40 meters/round
Zooming Vehicle: faster than 40 meters/round

■ Staging Miniatures Combats

Step One: Set up the encounter location with books, cut-outs, other props, and miniatures as described above in "System Two." Look. at the diagrams for *IntSec Agents at the Earth's Core, One of Our Petbots is Missing,* and *First Blood, and Then Some* in the pullout for examples and inspirations on how to set the stage and place the props.

Step Two: Place the PCs in the location set-up. Depending on the circumstances, they may choose where and how they

Pets make great additions to a TMG Environment.
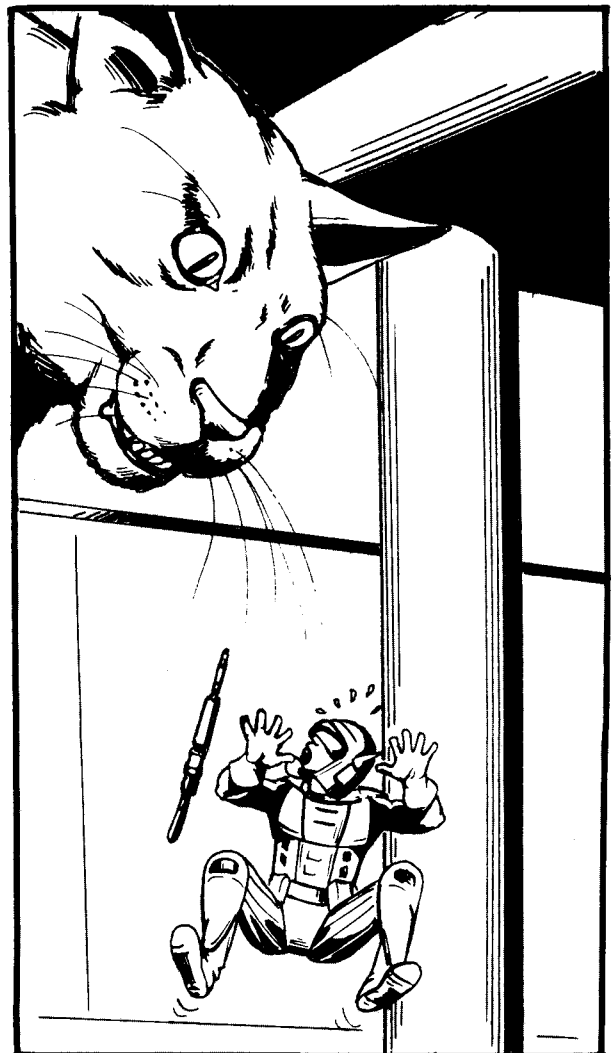
enter, or they may be thrust willy-nilly into the frying pan as the scenario and GM demands.

Step Three: Follow the Combat Sequence described above, round by round, until everything is smashed and charred (or the Troopers win).

Since movement happens at the end of combat, confusion and conflict often results when everybody wants to be in the only safe place, or when everyone is scrambling to grab the plasma generator and train it on opponents and companions alike. For example, suppose six Troubleshooters, 11 Infrared bystanders, five R&D techs, two techbots, and a scrubot are all enthusiastically evacuating a Test Lab through a Blast Hatch in a five-second melee round. You, Mr. GM, should adjudicate such situations according to *common sense* ("Well, the techbot is closest to the hatch — pity it has no digits capable of manipulating the controls . . ."), *attribute mechanics* ("Okay, you six Troubleshooters make difficult Strength checks to see who gets out alive . . ."), or *whimsy* ("The cute little scrubot, obviously the wisest of you, has stationed himself so he is the first one through the hatch . . ."

One tip: remember that movement occurs *after* everyone has fired their weapons, thus leaving little mounds of smouldering material to move. Since these mounds move Real Slow, things should stay pretty much in control and rather simple.

■ Examples Illustrating Encounter Staging in the TMG Environment

Example One: Autocar Breakdown

Set-Up: Place two long parallel lines of books 10 centimeters apart. Place pages edge in. Take one cut-out door and stick it into a book. Place a toy car or the assembled Blue Trooper autocar about 50 centimeters from the door. Draw long skid marks with black crayon leading up to the car on the included Transit Tube grid sheet, indicating how the wheels locked up.

Place PC miniatures: Tell the players that their brakes seized up, locking all four wheels. They wrestled the autocar to a halt without flipping or smashing into anything. A door is visible in the headlights a couple dozen meters down the corridor. Everything else is dark in front of and behind them.

What do they want to do now? If they stay in the autocar, keep their miniatures handy. If they get out and look at the vehicle or wander around, place them appropriately. And remember that walking around on the exposed power grid is not a Smart Thing.

Follow the Combat Sequence: You know what's going to happen: a tubebot is going to enter at light speed from either end of the tube and smash into the disabled autocar. But here's what you tell the players: "You hear a whistling, whining sound. It's getting louder amazingly fast, but you can't tell what direction it's coming from. What do you want to do now?"

They declare their actions — jumping out of the vehicle and running to the door, scrambling up the walls, levitating, calling The Computer, firing off a flare, looking for headlights, taking advantage of the confusion to bushwhack a compatriot, and so on. Resolve combat (if any). Move the PC miniatures according to stated intents.

New round. "You see headlights approaching from the rear. The sound is growing louder ever so rapidly."

The players declare their actions — more of the same. Smart ones run or dodge. Treasonous ones fire cone rifles at the headlights. Resolve combat. Unless the tubebot receives major damage during combat resolution, the tubebot (a Tonka truck or combat boot or other suitable object) enters and plows into the car and any PCs in the way. Dodging characters get a 20% roll to avoid smushing. The car is hurled 40 meters down the corridor by the impact.

Characters who sprinted to the door and exited last round escape safely (unless they happened to step on the electromagnetic grid). Characters who declared intent to sprint this round may outrun the hurled wreckage at your discretion. Characters in the car, smushed, or whacked by hurled wreckage take damage according to column 4 on the Vehicular Accidents and Falling from Great Heights chart (14.3.1).

Example Two: Tacnuke Shootout

We enter *in media res*. Books outline a small room. Doors, monitors, cameras, and stuff are stuck in the walls. The PCs are at one end of the room with cone rifles loaded with tacnuke rounds. The Bad Guys are at the other end of the room with cone rifles loaded with tacnuke rounds.

Resolve combat. Skip to-hit rolls — ground zero is a moot point at this scale. Time to stage the Holocaust.

Take the *Cardstock Commies* and place them on top of a copy of the *Sunday Times*. Take the paper and miniatures outside and place them on the ground. Fire up the power mower and run over the paper and miniatures a couple of times.

Activate the clones. The Computer orders them to recover valuable Computer property from the bodies of their clones. The players search through the wreckage/shredded newspaper for bits of miniatures.
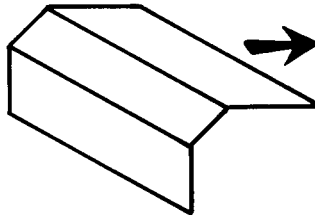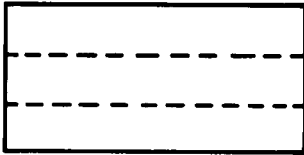
Pretty dramatic staging, eh?

And that's pretty much all there is to using miniatures in *PARANOIA* and *HIL Sector Blues*. Now tell the truth. Aren't you impressed?

Assembly Directions

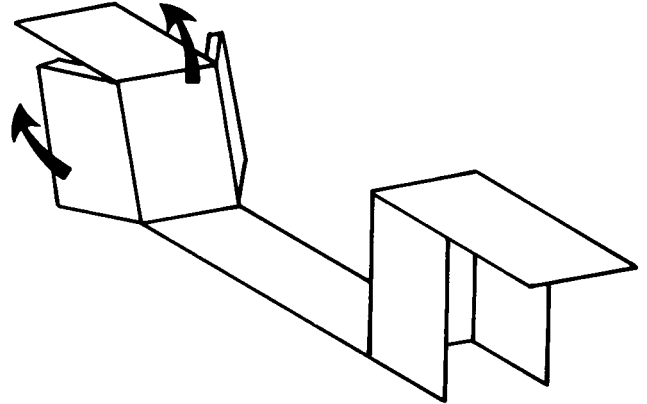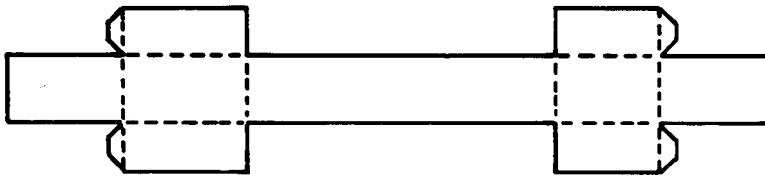Instructions for *Cardstock Commies* on page 46;
for Excessories on page 49.

EXA-1 Console

1. Fold back console on both dotted lines
2. Insert top into book pages

EXA-2 Security Checkpoint

1. Fold up the door sections
2. Fold back the side panels and top
3. Apply glue to tabs and glue down top to sides
4. The part of the top extending out should be inserted into book pages

EXA-3 Destination Station

1. Fold up sides and front
2. Apply glue to tabs on sides and attach front to sides
3. Cut on solid lines of door on front panel and fold on dotted line to allow door to swing open
4. The part of the bottom extending back goes under the books
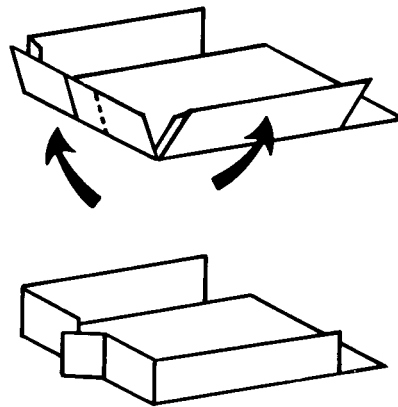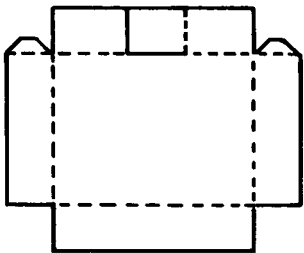
EXA-4 Autocar

1. Fold down front and back
2. Apply glue to tabs on sides and attach front and back panels to sides