

# **Dog Duty**

A Straight or Classic Paranoia mission  
for four to six players.

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## Table of Contents

Mission Overview.....	3
Notes to the GM .....	3
Mission Alert .....	4
Secret Societies.....	5
We're off to see the Wizard.....	7
Briefing Room X644 .....	7
(Optional Section) MBDs.....	8
Mission Briefing .....	8
Say Hi to Kiko!.....	8
Notes on Kiko: (All applicable scores 13, S3D) .....	9
Finding PLC.....	11
PLC: Whatever you want, they don't got.....	12
Notes on SWS/CHS-002 .....	13
The Ride to DXO is Half the Fun.....	15
While En Route.....	15
Arrival at DXO .....	16
Fun Fungus Chips Packaging Plant.....	17
Main Factory floor.....	17
Offices .....	18
Loose Ends .....	20
DXO Internal Security Training Outpost.....	21
Its Showtime!.....	21
Last, but not Least.....	23
Notes to the GM .....	23
Debriefing .....	23
Other Bonuses and Penalties.....	24
Mission Debriefing Form XV820J-3 .....	25

## **Mission Overview**

The troubleshooters are assigned to escort a strange animal identified as “Project KIKO” to an Internal Security Training Outpost in the DXO sector. Identified as The Computer’s latest weapon in mutant detection, “Project KIKO” is supposedly a genetically engineered organism with the ability to sniff out and terminate mutants. In reality, Kiko is a large, poorly-trained dog with rather aggressive tendencies. Originally decanted from an ancient inventory of cell samples for use as a drug testing subject, Kiko once attacked a researcher who turned out to be a mutant. The folks in R&D, who were under an extremely short deadline to produce something, billed Kiko as the “latest, greatest tool in mutant detection and eradication.” Since very few people in Alpha Complex know what a dog is, or have even seen one, the ruse has propagated quite successfully.

The troubleshooters must somehow transport this creature to the DXO IntSec Training Outpost, where IntSec recruits will be trained in proper handling and control of Kiko. Kiko’s poor training and aggressive disposition, along with an amazing lack of self preservation, will keep the troubleshooters quite busy trying to keep both it and themselves alive. More likely than not, Kiko will meet a violent demise along the way. In this highly probable scenario, the troubleshooters will need to come up with a “substitute” Kiko they can deliver.

While en route, the troubleshooters are also required to perform a service for PLC; drop off a container of a compound identified as “SWS/CHS-002” to the Fun Fungus Chip Factory in the DXO sector. This compound happens to be nothing more than cheese, with an ingredient added that detonates one minute after ingestion, although the troubleshooters won’t initially know that. At the factory, the troubleshooters will be enlisted to exterminate a bunch of giant mutant rats before they will be permitted to move on to the IntSec training facility.

At the IntSec training facility, the relieved troubleshooters deliver Kiko, or whatever they manage to use as a fake “Kiko”. However, there is another part of the mission they were not told about; the troubleshooters are expected to give a complete demonstration of Kiko and his amazing abilities to an auditorium filled with trigger-happy IntSec trainees.

## **Notes to the GM**

This straight/classic mission is meant for four to six players, although it can probably accommodate more. If your group has more than six players, you might want to consider using some of the additional Mandatory Bonus Duties described in the “Extreme Paranoia” supplement. Or, if you are the cheap type, just make the extra players Loyalty Officers and be done with it. Play time will probably run somewhere from three to six hours.

Despite the fact that the mission contains numerous challenges and obstacles, the PCs will have a decent chance to actually complete it successfully if they are on the ball. Although you definitely don’t want to let PCs get into the habit of accomplishing their mission objectives, it can be fun to occasionally let them get a taste of success before you slap them with the next hopeless mission. It’s also fun to watch the players’ shocked reactions at the conclusion; “We actually completed a mission?” Nevertheless, try to handle things so that the PCs get into trouble with at least one Blue clearance NPC during the course of the mission; one of the rewards of successful mission completion is a promotion. Unless you plan on playing the supplement for higher clearance PCs, “Extreme Paranoia”, you’ll need some way to slap your players back down to Red clearance during debriefing.

## **Mission Alert**

Inform the troubleshooters that they receive the following mission alert via fax while on duty at their service firm.

**Attention troubleshooter team EZ2CY:**

**The Computer requires your services as a courier of experimental project “Kiko” to Sector DXO’s Internal Security training outpost. You have 20 minutes to report to Briefing Room DDM-X644, where you will receive details of your mission as well as additional assignments as warranted. Destroy this message upon receipt.**

Ask each player what they do with the mission alert fax they just received. If you are feeling generous, give one perversity point to each player who says they destroy the receipt, two if they do something creative such as eat it.

## **Secret Societies**

Somewhere along the line, either before or after the mission alert, allow each player to contact their secret society. Try to make sure that no two people have the same secret society objective; if necessary, change objectives to fit the secret societies present in your group. At least one person should have an objective to destroy Kiko, and one person should have an objective to protect Kiko.

### **Psion**

We have learned that project "Kiko" is the Computer's latest device in the detection and eradication of mutants. It must be destroyed at all costs.

### **Anti-mutant**

We have learned that project "Kiko" is the Computer's latest device in the detection and eradication of mutants. It must be protected at all costs.

### **Sierra club**

Sector DXO is located on the periphery of Alpha Complex. We have been trying for years to locate or create a passage that would allow us access to the outdoors. Find/create such a passage, and bring back evidence that it does indeed lead to the outdoors.

### **Frankenstein Destroyers**

We believe "Project KIKO" to be a machine or cyborg of some kind. Report back with physical evidence either verifying or falsifying this claim. If "Project KIKO" does indeed turn out to be a machine of some kind, destroy it.

### **Mystics**

You may come across an experimental compound SWS/CHS-002. Investigate and report on its properties. Try to obtain some, if possible, for future "research".

### **Pro Tech**

Sector DXO is located on the periphery of Alpha Complex. We have learned that there may be a passage that would allow access to the fabled "outdoors". If it exists, it must be sealed up, and evidence of its existence destroyed.

### **Free enterprise**

You may come across an experimental compound SWS/CHS-002. Investigate and report on its properties. It may be quite valuable; try to obtain some, if possible.

### **FCCC**

We have learned that project "Kiko" is the Computer's latest device in the detection and eradication of mutants. It must be protected at all costs.

### **Humanists**

We have learned that project "Kiko" is the Computer's latest device in the detection and eradication of mutants; yet another attempt to further control and subdue the populace. It must be destroyed at all costs.

### **Illuminati**

You may come across an experimental compound SWS/CHS-002. Obtain a sample, but it is paramount that no one discovers you have any. If discovered, dispose of the compound as well as any witnesses.

### **Computer Phreaks**

We believe "Project KIKO" to be a machine or cyborg of some kind. Reprogram it so that it follows your commands.

#### Corpore Metal

Sector DXO is located on the periphery of Alpha Complex. We have learned that there may be a passage that would allow access to the fabled "outdoors". If it exists, it must be sealed up, and evidence of its existence destroyed.

#### Death Leopard

Blow up something or someone of importance (the higher the clearance, the better) but don't get caught.

#### Purge

We have learned that project "Kiko" is the Computer's latest device in the detection and eradication of mutants. It must be destroyed at all costs.

#### Romantics

Sector DXO is located on the periphery of Alpha Complex. We have been trying for years to locate or create a passage that would allow us access to the outdoors. Find/create such a passage, and bring back evidence that it does indeed lead to the outdoors.

## We're off to see the Wizard...

The location of the briefing room is easy to find, and the bunker housing X644 is within walking distance. However, the elevator going down to the bunker housing the 06 series of briefing rooms is guarded by two yellow IntSec guards, who are somewhat less than friendly. (Tension level 10): Yellow reflec armor, violence 13, armed with energy pistols (W3K, 6 shots). The guards will want to see evidence that the characters are authorized to go to X644. (Note that the mission alert faxes work as evidence; however, failure to destroy the messages amounts to treason.) There is an emergency stairwell some ways off, but this is guarded by two green vultures (same stats as yellow guards, except for green reflec armor).

Eventually, the troubleshooters figure out a past the guards; perhaps through fast talking, or some other way. In any case, the elevator down to level 06 opens:

**"The elevator's doors squeal open. The interior walls are covered with scorchmarks, as well as what appear to be clawmarks"** A successful Wetware: outdoor life roll indicates these were made by some kind of animal. 2 pp to first person in.

(The obligatory darkroom) Once everyone is in, read the following: **The elevator doors shut, and it begins to descend. Suddenly, the elevator lurches to a halt. The overhead light goes out; leaving you in total darkness. A loud booming voice announces over a speaker "Your attention please! We are experiencing an emergency. Please evacuate the building immediately, using the stairs."** Allow about three rounds of mayhem, and then the lights come back on, the elevator begins to move downwards, and a voice comes back on: **"Please disregard the previous test. All personnel are to return to their assigned posts. Failure to comply within 30 seconds is treason."**

The elevator makes it down to level X6. The doors slide open with a squeal, revealing a concrete hallway with a series of doors on the left-hand side. All are shut, save the last one, labeled "X644".

## **Briefing Room X644**

(Tension level 18) **Looking in through the door, you see a green official seated at a large, scratched up desk. Four green Instec goons are standing nearby. The room is filled with a number of dented and half-broken school desks. In one corner of the room is a large crate (4x4x4') with the letters "KIKO-01" stenciled on it. The crate has small holes drilled in it, and is quivering and shaking violently. The green official stands up and smiles broadly. "Welcome troubleshooters! Please have a seat at one of the desks. My name is Roy-G-BIV, and I'm going to be working together with you to ensure that this assignment is a happy and successful one. Doesn't that sound great?"** (1 pp for any resounding "yeses") **"I know I'm a green, while you poor schleps are lowly reds, but I want you to know that I'm on your side. Even though I won't be out there with you, I'll still be working hard to ensure your success. Remember, Roy-G-BIV is on your side!** (cheesy smile and thumbs up) **While out on this mission, please feel free to contact me whenever, for whatever reason."** Roy-G-BIV is actually free enterprise, and has a stash of SWS/CHS-002; he wants to know what it does. He'll maintain the facade of helpfulness, but he's a complete fake. During the mission, whenever the troubleshooters call Roy-G-BIV for assistance; he will "get right on it". Even if he does get back with the troubleshooters, it will always be too little, or too late.

## (Optional Section) MBDs

If you have not yet subjected your troubleshooters to the MBD test on page 184-185 of the Paranoia rulebook, you could optionally have Roy-G-BIV administer them at this time. It will probably take half an hour or so to get through this activity. Grade the tests in front of the players according to page 186. If a troubleshooter answers treasonously, several green guards grab them and drag them from the room. The rest of the troubleshooters hear a loud zap, and the troubleshooter's next clone saunters in and gets a new test.

**Roy-G-BIV picks up a stack of papers and addresses you; “Before we go into your mission briefing, there is a little administrative detail we need to handle. The Computer has discovered that team EZ2CY is in need of MBD assignments.”** Start the tests for MBDs. First person to finish test without answering treasonously gets 10 pp, second person gets 9, etc. Anyone who actually burns through all of his or her clones during this activity and remains a good sport about it should get 10 pp.

## Mission Briefing

After the MBD test completes and the replacement clones arrive, Roy-G-BIV continues on with the mission briefing. **Roy-G-BIV points to the large crate labeled “KIKO” in the corner; “Through extensive experimentation and advanced genetic manipulation techniques, the guys in R&D have managed to create a new means of detecting and neutralizing the threat of mutations. This crate contains ‘Project KIKO’; a biological organism genetically engineered to sniff out and eradicate mutants. You are commissioned to safely deliver ‘Project KIKO’ to Sector DXO’s Internal Security Training Outpost, where Internal Security officers will be trained proper use and handling. ‘Project KIKO’ is top secret; only our top R&D officials are even aware of it, much less know anything about it.”**

As always, there is the additional service service: **“Since you are going to be traveling to the DXO sector, PLC has also requested your assistance in transporting a canister of substance ‘SWS/CHS-02’ to the Fun Fungus Chips Packaging and Distribution Center; located within walking distance of the Internal Security Training Outpost. Before you leave, report to PLC to pick up ‘SWS/CHS-002’ and any other equipment you might need.”**

After Roy-G-BIV explains the mission, read the following: **Almost as soon as Roy-G-BIV completes speaking, a deep snarl rumbles out of the large crate, followed by the sound of something splintering. Roy-G-BIV and the Green Guards look quickly at each other, and then back at you. “All yours, team!” Roy-G-BIV gives you the thumbs-up as he and the guards make a hasty exit from the room. Sorry troubleshooters, no time for questions.**

## Say Hi to Kiko!

The crate holding Kiko is roughly 4'x4'x4', and made of an extremely tough and thick plastic. The door to the briefing room is only three feet wide, and the walls steel-plated reinforced concrete; simply carrying the crate out is impossible; the players will have to actually open the crate in order to get Kiko anywhere.

One panel of the crate has a deadbolt on top. When the deadbolt is slid open, a side panel falls open. Award anyone who opens the deadbolt a couple perversity points. If the players take too long deliberating on what to do next, read the following: **Suddenly, the entire crate gives a huge lurch, and one of the side panels smashes open.**

Once the crate is open, either by a player or by Kiko, read the following description to the players: **Looking into the shadowed interior of the crate, the first thing you see is a set of angry green slits atop a grinning maw filled with large teeth. A creature pads towards the opening, and you can make out a fur-covered quadruped with a long snout and large, pointy ears. You estimate it to be about 150 pounds.**

### **Notes on Kiko: (All applicable scores 13, S3D)**

In reality, Kiko has no mutant detection abilities. Originally decanted from an ancient inventory of cell samples for use as a drug testing subject, Kiko once attacked a researcher who turned out to be a mutant. The folks in R&D, who were under an extremely short deadline to produce something, billed Kiko as the “latest, greatest tool in mutant detection and eradication.” Since very few people in Alpha Complex know what a dog is, or have even seen one, the ruse has propagated quite successfully. Kiko is actually a very large (150 pound), bad-tempered dog who looks like a cross between a German Shepard and a Siberian Husky. However, dogs are a rarity in Alpha Complex. Play Kiko up to be some exotic beast. To identify, have characters roll on their wetware – outdoor life:

#### **Identifying Kiko (Wetware – outdoor life)**

Missed margin by >6:	Shark
Missed margin by >3:	Tyrannosaurus rex
Missed margin:	Elephant
Made margin:	Lion
Made margin by >3:	Wolf
Made margin by >6:	Dog
Rolled a 1:	Dog; Shepard/Husky mix

During the course of the game, if players refer to or treat Kiko according to their initial identification, award them additional perversity. For example, perhaps a troubleshooter who identifies Kiko as an “elephant” tries to lure Kiko into a room using peanuts (which are probably well-above the troubleshooter’s clearance). Award them perversity points as you see fit.

#### **Controlling Kiko**

Kiko has some training, and is reasonably intelligent. Whether or not he’ll actually listen to any of the players is another story. To get him to do something (or stop doing something) the players need to describe what they say, as well as how they say it. Use this as a basis for the appropriate roll.

Examples:

- Calling out a command in a loud, authoritative voice: Management – intimidation
- Gently cajoling and asking nicely: Management – bootlicking
- Pretending to have something for Kiko: Management – chutzpah\*
- Speaking enthusiastically: Management – moxie
- Forcing Kiko to do something while issuing the command: Violence – unarmed combat\*
- Hypnosis, reverse psychology, etc: Wetware - suggestion

\* These rolls have a cumulative -1 each time they are used.

Some other notes on controlling Kiko:

- Until the players have managed to get some sort of harness or leash on Kiko (agility roll, AND Kiko takes a snap), then all rolls are at -4.

- If more than one player tries to get Kiko to do the same thing, take the result of the player who rolls best. If, however, different players are commanding Kiko to do different things, all rolls are at -1.
- If players actually bribe Kiko with food, add +3 to the die roll. However, if they do this more than a couple times in a row, all future rolls without food bribes will be at -2.

Typical commands: Attack, stop attacking, sit, lie down, come back, fetch something, find mutant (rams nose in nearest person's crotch).

In the event that a player fails their roll, roll on one of the following tables according to the margin (or pick whatever one you want).

**Missed by less than 3:**

- 1-5: Kiko performs the wrong command
- 6-10: Kiko does nothing
- 11-15: Kiko chases his tail
- 16-20: Kiko relieves himself on a troubleshooter\*.

**Missed by 4 or more, but less than 8:**

- 1-4: Kiko snaps at the person commanding (S3M)
- 5-8: Kiko attempts to "mount" a troubleshooter\*
- 9-12: Kiko tries to "steal" something from a troubleshooter and play tug-o-war (win an opposed violence check to get it back)
- 13-16: Kiko tries to wander off
- 17-20: Kiko does nothing

**Missed by 8 or more:**

- 1-5: Kiko attacks the person commanding him
- 6-10: Kiko runs off
- 11-15: Kiko attacks a troubleshooter\*
- 16-20: Kiko refuses to listen to the person issuing this command for the rest of the scene.

\* Whoever Kiko first targets for this particular action will be the subsequent target for this action. For example, if Kiko first attempts to mount Rick-R-NGK, then poor Rick will be the subject of all future amorous attempts by Kiko.

**Kiko's Death**

Since he is a "prototype" of sorts, Kiko is a one-of-a-kind. In other words, Kiko has no clones. Once he is killed, he is gone for the remainder of the mission. In the likely event that Kiko dies, and the troubleshooters do not report back, have Roy-G-BIV call for a status. If they tell him Kiko is gone/dead, read the following:

**You hear a sharp gasp, and then silence for several seconds. Finally, Roy-G-BIV speaks, but now his tone has turned icy. "Project KIKO was a one-of-a-kind. Your incompetence is going to get all of us in real hot water. Now listen very carefully. You figure out a way to remedy this situation by the time you get to IntSec's training outpost. The next time I hear from you, it had better be to tell me that 'Top Secret Project KIKO' has been safely delivered to DXO's Internal Security Training Outpost." The line then goes silent.**

## **And They're Off! (Or not)**

As players leave the briefing room, or after about 5 minutes of working with Kiko, **Sammy-R-DXX-2** happens by. He is very friendly; he says he is delivering some documents and heard the ruckus: **A cheerful-looking red citizen pokes his head into the room. "Hey there troubleshooters, I'm Sammy-R-DXX-2. I'm delivering some documents to X628, and couldn't help but overhear the ruckus, so I..."** at this point he catches sight of Kiko, and his smile becomes even larger. **Approaching more closely, Sammy calls out to the creature. "Here boy!"** Immediately, Kiko bounds over to Sammy, its massive tail wagging furiously as it skids to a halt in front of him.

Sammy's mutant power is animal empathy; which basically means that he can get Kiko to follow his commands. Obviously, he won't admit to having this power. Instead, if asked about his ability to control Kiko, he'll shrug and say **"I guess he likes me."** Sammy will ask the troubleshooters a little about their mission, and offer to give them a hand.

In reality, Sammy has been contracted to steal Kiko by some obscure group, and the moment the troubleshooters leave him alone with Kiko, he will try to make off with it. He is getting 5000 credits for Kiko. If he fails to steal Kiko, he might attempt to contact an arbitrary troubleshooter via their PDC, and offer them half in exchange for their assistance in stealing Kiko: **"I'll be trailing you guys. All you have to do is let Kiko wander out of sight. I'll do the rest."** Of course, Sammy has no intent on paying anyone who partners up with him on this. If, by chance, the team manages to actually capture Sammy alive, he will offer them five hundred credits to release him. If the troubleshooters decide to turn Sammy in, and if they can provide evidence of his treason, reward them with two hundred credits.

Sammy will not attempt to overtly take or wrestle control of Kiko away from a troubleshooter; he values his current clone's life too much to risk it.

In any event, the troubleshooters need to get Kiko out of the room, into the elevator, and up to the plaza. If the troubleshooters take Sammy up on his offer, he can easily help them with this (no rolls needed). If the troubleshooters decided to try it on their own, they will need to make three control rolls; one to get Kiko out of the room, one to get him onto the elevator, and finally one to get him off the elevator when it reaches ground level.

## **Finding PLC**

The first task thing the players must do is get to PLC. If they try to do anything else, Roy-G-BIV calls them up asking whether they have picked up compound SWS/CHS-002 at PLC yet. The guards by the elevator know where PLC is, but it will take bribery, bootlicking, or other skills to get them to tell. The players could also contact Roy-G-BIV, but his standard response is "I'll get right on it", and then won't get back with them until after they have already found PLC. Players could also try to use skills such as moxie to see whether they can figure out where PLC is. It turns out PLC is just 50 yards away in a big bunker. (Players will need a control check for Kiko if Sammy isn't with them. If Sammy is with the group, he offers to remain outside with Kiko while they go in; **"I think all the gadgets and stuff in there might scare Kiko", Sammy says, "It would probably be better if I watch Kiko out here."** If the troubleshooters are gullible enough to believe this, Sammy runs off with Kiko the moment he is left alone.

## **PLC: Whatever you want, they don't got**

(Tension level 19) **You enter the main hangar for DMM sector's PLC, and make your way past tanks, missiles, rows of inactive warbots, and room-sized laser cannons to the central office. Inside, a bored-looking red attendant is seated behind a banged up metal desk; eating some algae chips and occasionally glancing at a row of monitors on the wall. A large bin, filled with spent laser barrels, sits atop the desk.**

The attendant is Raymond-R-BRU-1. He's new, but not so new that he's not already bored out of his skull. He starts off by telling the troubleshooters to discard their old laser barrels in the bin. Once they do that, he issues them two new barrels each, and then goes back to his chips.

Initially, Raymond is bored and not very friendly, simply saying **"don't have", "out of stock"**. He may even say **"Hmm, let me check inventory on how many of those we have."** and then a sarcastic **"Oh yeah, zero!"**

Once the players request SWS/CHS-002, however, his mood instantly brightens. **"Oh, hey, you guys are authorized for that stuff? Cool!"** He scurries out of the office, and then returns with a cylindrical container which he hands to the team leader. **The container is cool to the touch, with a screw-on lid. It appears to be some kind of refrigeration unit. It has a little digital timer on the outside, currently displaying two hours.** From this point forward, Raymond is very enthusiastic and helpful, although he still doesn't have much of anything, and what he does have is beyond the troubleshooters' clearance. Raymond will suggest a number of things that he thinks the troubleshooters might find useful. All these items, however, are beyond the troubleshooters' clearance, and any attempts to make off with any of these items results in alarms going off and a squadron of green goons showing up.

- **"Hey, you guys interested in a combination warbot/docbot? It can fill you with holes, and then plug them up just as fast. A must-have for anyone going on a dangerous mission!"** (green clearance)
- **"How about a multi-personnel armored transport and assault vehicle; it has two rotating cannons and a wet bar to boot!"** (indigo clearance)
- **"I know what you need! How about a Long Range Crowd Controller? An LRCC can immobilize an entire mob of citizens at a range of 50 meters!"** (violet clearance)

Realistically, Raymond can supply the troubleshooters with the following:

- SWS/CHS-002
- Some rope (leash for Kiko)
- Six cans of bouncy bubble beverage
- A couple bags of algae chips
- A dozen grenades returned for one reason or another (Each has a 50% chance of being a dud; roll when being used)
- A team docbot

If, in dealing with Raymond, the troubleshooters forget to request SWS/CHS-002, Roy-G-BIV calls up (possibly with directions on how to get to PLC). He asks for status report, and if they have the SWS/CHS-002 yet.

During this time, if Kiko is inside with the troubleshooters, he is really interested in wandering off. Check for control every five minutes or so. If a control check fails by 4 or more, Kiko manages to wander or run off.

- First time wandering off: Kiko accidentally activates a malfunctioning Combob brought in for repairs (fortunately, its magazine is empty, unfortunately, it's hand-to-hand buzzsaw is not), which attacks: Armor: 4, Violence: 13: S3K. The first round it will attempt to open fire, and then realize its magazine is empty.

- Second time wandering off: Kiko punctures a canister of experimental gas, which causes Kiko and anyone getting near him to go into a raging frenzy for 5 rounds. Kiko starts frothing at the mouth, and attacks randomly. During this time, his violence is boosted to 15. Troubleshooters coming into contact with the gas have their violence increased by four points for five rounds, but they must make a successful management roll every round for five rounds or else randomly attack a team mate.
- Third time: Kiko chews on a wire and gets electrocuted. Enough already.

## Notes on SWS/CHS-002

If the troubleshooters open the container, either on purpose or by accident, read the following: **An overwhelmingly pungent odor fills your nostrils. SWS/CHS-002 appears to be a solid whitish compound** with a rubbery texture. If any NPCs are within 5 yards or so, roll on the table below for their reactions.

In reality, SWS/CHS-002 is Swiss cheese (or as close as you can get to it in Alpha Complex); which is almost unknown by citizens of clearance less than blue. This particular batch contains an additional chemical which, one minute after consumption, combusts. The timer on the container simply indicates how long the container's refrigeration unit will function before it runs out of power. No, it doesn't do something like explode after the time runs out, but don't tell the players that. Let them think the timer is of a more urgent nature.

## Reactions to SWS/CHS-002

If opened, it has a very pungent smell. Different people will have different reactions to it. You can use the table below to determine NPC reactions if they get a whiff.

(Roll D20, and add one for every clearance level above infrared)

- 1-4: revulsion, refusal to have anything to do with it.
- 5-6: Mild dislike: nose wrinkling "Put the lid back on!"
- 7-8: Neither like nor dislike
- 9-10: Mild interest
- 11-12: Strong interest "smells good!"
- 13-14: Strong fascination; desire to taste.
- 15-17: "That smells really good. Can I have some?"
- 18-20: "Oh wow. Real cheese! Give me some of that!"

All IR's get -6 to their reaction, due to the fact that they are unaccustomed to anything that is not synthetic.

Kiko is very attracted to the stuff. He gets +10 response to his reaction roll. Roll each time Kiko is exposed to the odor:

- 15-17: Interest in eating, but can still be controlled if on leash
- 18: Needs to be restrained with a violence roll
- 20: If restrained, will attack person holding him to get to cheese.

Later on, the team will come into contact with some giant mutant rats. These rats are also extremely attracted by the smell. They get +10 response to reaction:

- 18-20: Ignore all else. Whoever is holding canister gets swarmed until they drop it.

## Ingesting SWS/CHS-002

As mentioned previously, the compound has an additive in it which, when ingested, explodes approximately one minute later. You can use the following table as a guideline for results:

Quantity	Consumer	Blast Radius	Damage	Effective violence
Taste	D	1 meter	S4W	10
Spoon full	K	2 meters	S2K	12
Mouth full	V	5 meters	W2V	14
Entire canister	V++	20 meters	D1V	18

For every meter that someone is outside the blast radius, reduce the damage by one factor. The farthest range an explosion can have is double its blast radius.

Example: Troubleshooters Ray-R-SDD, Sue-R-GRP, and Tim-R-UPL are standing near citizen BEN-G-OOT soon after he eats a mouthful of SWS/CHS-002. At the time of Ben's detonation, Ray is 2 meters away, Sue is 7 meters away, and Tim is 11 meters away. As the consumer, Ben automatically gets vaporized. Since Ray is within the 5-meter blast radius, the effective violence against him is 14. Sue is two meters out of the blast radius, so the effective violence against her drops to 10. Tim's distance away is more than twice that of the blast radius, so he is unaffected. The GM rolls an 8 for Ben; meaning he is killed unless he had some sort of armor or spent perversity on the roll. The GM rolls a 6 for Sue, which means that if she were within the blast radius, she would be vaporized. However, she is two meters out of the blast radius, so her damage gets reduced by two factors. She is Downed.

Another option for handling this exploding business is just vaporizing anyone who doesn't know enough to run away.

## The Ride to DXO is Half the Fun...

In order to get to DXO sector, the team will probably have to take a transbot. Walking to DXO will take several hours, and the timer on the SWS/CHS-002 currently reads 1:45. It turns out there is a whole series of transbot platforms right nearby. Let the troubleshooters find the proper transbot to DXO with no problem. However, they need to get Kiko onto the platform as well as into a transbot; which will require a couple successful control rolls. The transbot platform, as well as the transbot to DXO, is tension level 19. Once the team manages to get themselves and Kiko loaded into the transbot, read the following:

**The interior of the transbot is approximately 10 meters long. Each wall has seats molded into it, facing out to the center aisle. Other than you and Kiko, there is no one else present in this transbot. The door shuts as the transbot begins to lurch forward. Suddenly, a voice rings out and the transbot grinds to a sudden halt. The door opens again to admit a blue female citizen carrying a creature that looks vaguely like Kiko, except it is very small, and has curly fur with little ribbons in it. The blue citizen eyes you all with disdain, and selects a seat at the far end of the transbot as the door once again shuts. The creature nestled in the citizen's arms lets out a tiny bark. Immediately, Kiko focuses on the other creature; eyes narrowing to slits as he lets out a deep growl.**

This citizen's name is Ethel-B-DXO-3, and she is not to be trifled with; neither is her "Muffy". She stays aloof, refusing to even look at the troubleshooters unless she has to. If she is approached or addressed by anyone, read the following: **The blue citizen sniffs at you and casts a glance in Kiko's direction. "I don't know what that thing is, but you had better keep it away from my Muffy." she says as she strokes the fur of the creature nestled in her arms.**

Kiko is very interested in going after Muffy. He will constantly growl and frequently attempt to lunge in Muffy's direction. Kiko and Muffy are approximately 6 meters apart. Kiko needs 7 successful control checks (or something else) in order to keep from attacking Muffy before they arrive at DXO. Each time a control check is missed, Kiko advances a little closer, assuming that Kiko is being held or leashed somehow. Otherwise, the first time a control check is missed, Kiko attacks Muffy. Based on the results of each control check, one of the following happens:

Missed by < 4:	<b>"With a low growl, Kiko moves a meter closer towards muffy."</b>
Missed by 4-6:	<b>"With blazing eyes, Kiko springs 2 meters closer towards muffy."</b>
Missed by > 6:	<b>"With an angry snarl, Kiko lunges forward 3 meters."</b>
Succeeded by 4+:	The player(s) manages to drag Kiko back one meter.

If Kiko reaches Muffy, he attacks it (which might also be construed as an attack on Ethel-B, since she is holding Muffy) "Muffy" actually turns out to be a jacked-up dogbot. Read the following: **Kiko lunges at the small creature, catching it in his powerful jaws. As Kiko crunches down on the helpless Muffy, there is a loud pop as sparks fly out of the creature's head. There is a smell of burning flesh as Kiko's body suddenly stiffens and keels over.** Kiko dies, the woman levies accusations against the troubleshooters, and so on. These accusations are settled as soon as they get to the next transbot station (immediately). If the troubleshooters managed to get rid of "evidence" (i.e. Ethel) then handle this at debriefing.

## **While En Route...**

To make sure that the other players not controlling Kiko don't get bored, the following events occur in tandem with the Kiko "tug-o-war":

- During the first control check, Roy-G-Biv calls with directions for how to get to PLC, as well as a request for a status report.

- During the second check, read the following: **The overhead lights in the transbot dim briefly, and a mechanical sounding voice comes on over the speakers; “Emergency Response Test 08CC engaged”. Immediately, a panel opens in the wall, and a small spider-like repair bot jumps out, waving an assortment of dangerous-looking tools, including a rather powerful blowtorch** (low-power flamethrower). The spider bot attacks a random troubleshooter every round. Violence 12, S4K. It has an armor rating of 2 against all attacks. The troubleshooters can either attack the thing or attempt to shut it down manually. Shutting the bot down manually requires two successful consecutive rolls; agility to avoid the waving and snapping tools (failure: S4M damage taken) and bot programming to identify the correct control sequence of buttons to push. Naturally, the bot will go after anyone attempting to shut it down.
- During the third check, Roy-G-BIV will notify the team that The Computer is conducting randomly scheduled Emergency Response tests, and they might possibly be subjected to such a test. However, he explains, these are usually little more than simple tests of reflexes or reaction time, so the team really shouldn’t sweat it. While he has them on the line, he requests another status report; **“Can’t have too many status reports now, can we?”**
- During the fifth check, the speeding transbot lurches to a sudden stop, and then just as quickly, starts up again. Everyone needs to make an agility roll to catch themselves and avoid falling. Anyone failing the roll takes O4D, depending on how badly they failed their roll. Anyone holding something (i.e. SWS-CHS-002) make a second agility roll to keep from dropping it. If whoever is controlling or restraining Kiko falls, Kiko advances an additional meter. If the SWS-CHS-002 gets loose, it falls open, and read the following; **As the lid of the container flies off, a sharp, pungent odor fills the interior of the transbot.** Roll for Kiko’s and the blue citizen’s reaction. If the blue citizen’s reaction is favorable, she will request a taste of some of it (failure to follow a higher level citizen’s orders or requests is treason). If Kiko’s response to the SWS/CHS-002 is favorable, he will instead attempt to get to the SWS/CHS-002. If Kiko successfully goes after the open compound, he first licks it (taste), then the next round grabs a mouthful. He loses interest in the small dog, and is now considered 6 meters away again. He will explode shortly after the transbot comes to a halt at the DXO platform, as will Ethel-B if she tastes any.

## Arrival at DXO

When the group arrives at DXO, the timer on the SWS/CHS-002 should read 55 minutes. If, by chance, Kiko or anyone else blows up, the container will miraculously survive unscathed. Both the training outpost and the Fun Fungus Chips Packaging and Distribution center are visible from the transbot platform.

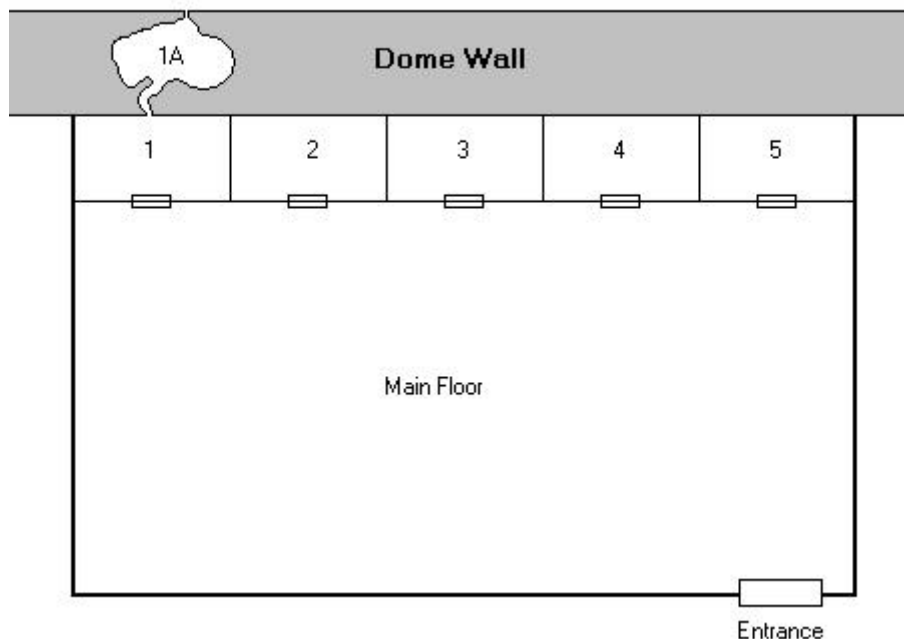
## Fun Fungus Chips Packaging Plant

One thing you notice about this old building is that it is flush against a much larger wall that rises up and inwards as it melts into the sky. This must be the dome wall that surrounds Alpha Complex! You have never actually seen the dome wall before now. For a brief flash, you wonder what might possibly be beyond the dome wall before you are able to push such treasonous thoughts out of your mind.

The entrance to this building is unmanned; the characters can actually enter straight into the building. When they enter, read them this description:

**The entrance opens directly onto the main factory floor. This huge room is a flurry of activity as infrared citizens move past you in various stages of the chip making process. Some people are spreading raw chips onto a conveyor belt, which in turn moves the chips through a massive oven. A set of infrareds is shoveling the baked chips into bags, while others are busy sealing the bags. Another group is using handcarts to move the bags to a loading dock where a series of massive transbots are being packed. The far, opposite wall has a number of office doors. Shiny metal sticks about two feet long dangle from the waist belts of a number of workers.**

Fun Fungus Chips Packaging Plant      1 inch = 10 meters



### **Main Factory floor**

(Tension level 16) Let the players wander around, inspect things for a couple minutes, and maybe even question some infrareds. The metal sticks hanging from some workers' waists are stunsticks (the effects are basically the same as a stun gun). The workers are all infrareds; they have very little knowledge of anything beyond their current duties and what time their favorite Teely-O show is on. With all the activity, Kiko will again need a control check. This time, if he gets loose, he jumps onto the conveyor belt moving into the oven and starts eating raw chips.

**Kiko, busy devouring chips, fails to notice that the conveyor belt on which he stands is quickly moving him towards the mouth of a blazing hot oven.** The troubleshooters have one round to regain control and pull him off before he gets fried.

A couple rounds later, the following happens: **Suddenly, someone near the far end of the room hollers something. A worker near you mutters “not again” as people begin to brandish the metal sticks over their heads while looking around nervously. Suddenly, a bunch of large, furry four-legged creatures spill onto the factory floor; attacking workers and eating stray chips. They look somewhat like Kiko but are smaller, dark-furred, and have pointy snouts. A number of them charge in your direction.**

The creatures are giant mutant rats. The rats have made a nest within the dome wall next to the Fun Fungus Chips distribution center. They are a constant nuisance to the center in that they frequently find their way into the plant to eat chips and attack workers. The rats are roughly 2' long. Have each player roll on Wetware - outdoor life in an attempt to identify them. You can use the same chart as for identifying Kiko, except this time a correct roll will identify them as very large rats. Violence: 8, S5W; If 4 or more attack, they swarm (Violence: 12, S3D). A downed troubleshooter is killed in two rounds if not assisted.

If Kiko is still alive, he shows a very strong interest in going after the rats, as they do him. Four rats attack Kiko. Another group of rats show a very strong interest in whoever is holding the SWS/CHS-002, and five of them swarm him/her. The rest of the rats are dealt with by stunstick-wielding infrareds.

Once the rat problem is dealt with, the troubleshooters are free to wander/explore.

## Offices

There are five office doors along the opposite wall of the main floor. All are red clearance. Their contents, from left to right, are as follows:

### 1. Storeroom

**(Tension level 8) This room is stacked with numerous crates and boxes. It appears to be a supply room of sorts.** Use the random crate contents chart in the handbook if players start searching. If they spend more than two rounds in the room, then read the following. **You hear a faint scraping noise coming from the far wall. Suddenly two large furry creatures burst out from behind a crate and charge at you.** Two mutant rats attack the nearest troubleshooter. The rats emerge from a large crack which is hidden from plain sight by a couple crates. Every two rounds, another two rats will charge in, to a maximum of 30 rats.

Behind a couple crates in the far wall is a large crack which appears to open up into some kind of tunnel. A successful agility roll will allow someone to squeeze in. If they have not used the cheese or killed 30 rats, the person squeezing in will encounter four rats while doing so, and an additional two rats every round thereafter, up to 30. This tunnel leads to a cavern which serves as the rats' nest. (See room #6 section below).

If the players throw or drop any of the SWS/CHS-002 in or near the crack, the rats will immediately grab it and scurry back into the passage. The resulting effects depend on the quantity of SWS/CHS-002 used. A spoonful or less will destroy any rats in and around the tunnel entrance (about 2 to 4). A handful of the stuff is enough to wipe out just about all the rats in the tunnel and cavern. For explosion radius purposes, the storeroom doorway is about seven meters away from the crack. Read one of the following, depending on how much SWS/CHS-002 the players use:

Spoonfull or less: **The creatures scurry towards the compound; one of them grabs it and disappears into the crack. The others follow.** Wait to see what everyone does, and then read

the following: **The room shudders as something deep in the crack explodes. You hear muffled squeals and scratching noises, and then nothing.** Troubleshooters foolish enough to stay close to the crack may be affected by the blast as well.

Handfull: **The creatures scurry towards the compound; one of them grabs it and disappears into the crack. The others follow.** Wait to see what everyone does, and then read the following: **The room shakes, and crates nearest the crack are blown to bits as something deep in the crack explodes. You hear a couple scratching noises, and then nothing.** Troubleshooters foolish enough to stay in the room may be affected by the blast as well. The blast is sufficient to significantly widen the crack so that it is more easily passable (no agility roll is required to squeeze through).

### 1A. Cavern

(Tension level 0) The tunnel leads to a small cavern: **The tunnel opens into a dimly lit cavern about seven meters across, strewn with animal droppings and gnawed up bags of fun fungus chips. The light source of this cavern appears to be a narrow crevice in the far wall, through which a radiant yellow light shines.** Yes, this is a way to the outdoors, but it is far too small to pass through; with a diameter of less than six inches. A troubleshooter could look out, or even reach out into the space beyond. If they look out, read the following: **A wispy shade of grey-blue colors the horizon, and a bright yellow ball hangs far off in the sky; looking at it hurts your eyes. The ground appears to be covered with strange green wires and tendrils.** If someone attempts to reach out, and succeeds on an agility roll for reach, tell them the following: **You manage to grasp a clump of the green wires. Surprisingly, they offer little resistance, and you are able to pull them up out of the ground.**

There is nothing of interest beyond the hole. You should generally do all you can to keep the players from getting outside. Nevertheless, enterprising troubleshooters may still find a way out. In that case, congratulate them on their ingenuity, give them some perversity points, and then kill them.

The walls of the cavern are solid rock. Any attempts to make the hole larger with weapons starts a cave-in, as does a grenade. Cave in: (S3K damage based on agility roll to avoid). Once a cave in occurs, the room itself becomes completely impassable.

### 2. Plant overseer

(Tension level 12) **This room has several overstuffed file cabinets and a rather imposing desk, behind which a green citizen sits, apparently engrossed with something on his PDC.** Dan-B-DXO-3 is busy playing a video game, and knows nothing about the SWS/CHS-002. **“Listen, can’t you see I’m busy here?”** A successful management roll of some kind might get him to suggest that the troubleshooters talk to Lester-O, the guy in charge of plant operations. He refuses to take the canister of SWS/CHS-002: the timer makes him nervous. He will, however, ask what is in it. If the can is opened, roll for his reaction to the smell, or simply have him express a strong interest in tasting it. However, despite any interest Dan might have in the compound, he absolutely refuses to take the canister itself.

### 3. Control room

(Tension level 17) **This room is filled with monitors, machinery, and control panels. Two yellow technicians sit here, monitoring the operations on the main floor.** Bob-Y-DXO-1 and Gary-Y-DXO-3 do not know anything about the canister. If asked, they will recommend that the troubleshooters talk to the plant overseer (room 2). If Kiko is still around, he will try to chew on an electrical cord if not controlled.

#### 4. Plant operations

(Tension level 16) **This room is filled with supplies, hoses, belts, and spare parts of all sorts. An older, gray-haired fellow stands at a workbench, apparently fixing some kind of circuitboard.** Lester-B-DXO-4 is a somewhat grumpy fellow. He is the one who ordered the SWS/CHS-002; however, he refuses to touch it. **“Are you kidding? That stuff is dangerous! This is what we’re gonna use to get rid of those pesky vermin once and for all. Hey, since you troubleshooters are here, why don’t you handle it? All you gotta do is figure out where those things are getting in at, and put some of this stuff down. Its supposed to work a little bit like poison, but it somehow kills a whole bunch of them. Once you have verified that all of the vermin are dead, come back here.”**

#### 5. Locked door

**This door is locked.** If the troubleshooters attempt to break in, Lester-B comes up behind them and demands to know what they are doing. (See room 4).

### Loose Ends

If Kiko is dead, and the players have not figured out a suitable substitute (i.e. capturing a rat), you might want to have the following occur. Once the players finish exterminating rats, Lester may request them to do one more thing for him. **Lester leads you down to a corner office door. (room 5) Unlocking the door, he leads you into an old, unused office strewn with broken equipment and chewed up furniture. A scratching noise in the corner directs your attention to a large creature snuffling around an empty dish. Upon seeing Lester, it moves towards him expectantly. Lester produces a couple fun fungus chips from his pocket, and tosses them to the creature, which catches them in its mouth. Lester turns to you; “When we first began having these problems, I caught this one when it was a baby. Thought it might be neat to have a trained one of these. Never had the time to really work with it, though. Now, we need this office, and I need to get rid of him to make room. I really don’t have the heart to do him in myself. I need you guys get rid of him for me.” With that, Lester’s eyes well up with tears and he leaves the office rather quickly.**

The first player to accept care of the rat should get a perversity point. The first player to suggest to the group that perhaps they could use this rat as a substitute for Kiko should get a couple perversity points. To make things easy, controlling the rat is the same as for Kiko; use the same tables and responses.

By the way, if somewhere along the line players get the idea to capture a wild rat as a substitute for Kiko, give them each five perversity points. A wild rat will be pretty much uncontrollable except by offering food. Any attempts to control it another way always fails.

If the troubleshooters haven’t figured out to replace Kiko with this rat, an urgent call comes through from Roy-G-BIV: **“The IntSec outpost called up, and they are wondering where the hell you all are. Tell me you are on your way there with Top Secret “Project Kiko” right now.”**

## **DXO Internal Security Training Outpost**

If the troubleshooters attempt to come here first, they find the center is not open:

**You approach the entrance to the DXO Internal Security Training Outpost, and a camera behind thick glass shielding spins to life, targeting the group. A voice that sounds like a chainsaw revving up booms out over a speaker above the entrance way; “Welcome to the DXO Internal Security Training Extension Facility. The center is currently closed for lunch. Please return in one hour.”**

When/If the troubleshooters eventually make it back here with either Kiko or a substitute, they are met at the entranceway by Mike-B-DXO-6; **“Finally! We’ve been expecting you. Everyone is already assembled; right this way.”** The team gets ushered inside and down a concrete corridor to a large set of double doors, guarded by a pair of green goons. Mike-B throws opens the doors, and calls out **“Kiko and his handlers are here!”**

### **Its Showtime!**

**You stare into an auditorium filled with hundreds of hulking, scowling internal security trainees. They all stare at you in stony silence as Mike gestures you into the room. Mike addresses the audience; “I am very pleased to announce that ‘project Kiko’ has finally arrived. As you may or may not know, project Kiko is The Computer’s newest tool for use in the detection and eradication of mutants. It won’t be too long before each intsec team gets issued their very own Kiko clone for field use. Now, without further hesitation, the accompanying handlers will commence demonstrating proper use and care of Kiko.”**

If the troubleshooters resist or try to argue their way out, have Mike-B get angry, and insist to speak to whoever is in charge of their mission. He manages to contact Roy-G-BIV; **“This is Mike-B-DXO, Assistant commanding officer at the Intsec training outpost here in DXO. Looks like we have some troubleshooters who are rather unhappy with their assignment. They have brought Kiko here, but are refusing to carry out the remainder of their mission. Seems to me they have stage fright, because they refuse to go out there and demonstrate how to handle Kiko for our trainees.”** Roy-G-BIV is in complete agreement with Mike-B, and orders the troubleshooters to complete their mission as Mike-B explained it. If the troubleshooters continue to balk, several dozen of the trainees take note of the argument and enthusiastically unholster their green lasers. If this isn’t enough incentive, blow them away; maybe their next set of clones will have more backbone.

Mike-B mans a podium off to the side, giving the troubleshooters a large area to work with. They are on a platform about 50 feet wide and 20 feet deep, about 4 feet up.

For each demonstration, award anyone even attempting to follow through with 1 pp. If any troubleshooter(s) manages to carry it through or at least make it look like things worked like they were supposed to, award them anywhere from an additional 1 to 5 perversity points, depending on entertainment value.

Mike-B narrates what the players should be demonstrating, and then waits for them to carry through with it (feel free to add other “features” which the PCs must demonstrate):

- **“Kiko is very easy to handle; he knows and obeys many commands.” He turns to you. “Show them!”**
- **“Kiko also has the ability to detect mutants with 100% accuracy. Show them!”**  
(Also let the players note that, suddenly the room has gone stone silent)

- **“Not only can Kiko detect mutants, but he is trained to effectively neutralize them as well. Show them!”**
- **“Kiko’s mutant detection ability is so powerful, he can detect the presence of mutants within a hundred yards. Show them!”**

Upon conclusion of the demonstration, Mike-B takes Kiko rather warily, and informs the troubleshooters that they are free to return to DDM sector for their debriefing. After leaving the building, the team gets a message from Roy-G-BIV telling them to report back to the same room where they received their mission briefing.

## Last, but not Least...

### Notes to the GM

Note that in this mission, players actually have a chance of completing it. Since the actual completion of a Paranoia mission probably violates at least half of the rules and guidelines in the handbook, you should not pull any punches during debriefing. Fine the troubleshooters for every little infraction, uncover a treasonous motive for every action, but most importantly find or fabricate a reason to demote them back down to Red clearance. Ideally, you want to demote, fine, and penalize them to the point where their two thousand and some odd credit bonus has dwindled significantly. Of course, if your troubleshooters are in dire need of new clones, you might actually want to let them hold on to some of their hard-earned rewards. Its totally your decision.

### Debriefing

The trip back to DDM should be uneventful, (unless you want another darkroom) and the troubleshooters should make it back to the room without a problem. (The guards do not give them any problems this time, and even seem somewhat awed)

Back at DMM-X644, begin by telling the players that each of them is ushered into a separate confession booth, where The Computer asks them a series of questions (distribute Debriefing Form XV820J-3). Give the players something like 10 minutes to complete the forms.

Once the forms are completed, the troubleshooters are brought back into the room. You can use the completed forms as a starting point for administering fines and accusations of treason. Some suggested uses are as follows:

Question #1: If the PCs answer affirmatively and they did indeed complete the mission, reward them 2000 credits each, and optionally Orange clearance. (Note that you probably should only do this if you can produce or fabricate some means of slapping them back down to Red; such as if they blew up a Blue citizen). If they fail to answer affirmatively, don't give them the bonus or clearance.

In addition to identifying unhappy, disloyal, and dirty troubleshooters, questions #2 through #7 deal indirectly with each of the six main MBDs.

Question #2: In addition to identifying possible lapses in loyalty, this question could also be used to gauge how well the Loyalty Officer did their job. If the Loyalty Officer was truly on top of things, then no one should have noticed any treasonous behavior at all. If one or more troubleshooters are implicated by answers to this question, fine the Loyalty Officer 25 credits; doubling the fine for every additional implication. (25, 50, 100, 200...) For kicks, it might be fun to do this where everyone can watch you tally up the results. If, by chance, the Loyalty Officer is implicated, the severity of the punishment gets worse. Use your imagination here.

Question #3: Similar to question #2, this question identifies unhappiness as well as the Happiness Officer's performance. Follow the same pattern as question #2, except for the Happiness Officer.

Question #4: This question deals with hygiene, as well as the Hygiene Officer's performance. Again, follow the pattern for question #2.

Question #5: This monitors how well the Equipment Guy did their job. Again, follow the guidelines for question #2.

Question #6: This monitors how well the Team Leader did their job. Again, follow the guidelines for question #2.

Question #7: This question can be used a number of ways. If a troubleshooter fails to give a complete and detailed explanation of the mission, give them a hefty fine. If they exceed 20 words in their explanation, give them a hefty fine. If they have sloppy handwriting, give them a hefty fine. You get the idea. You can also use this question to monitor how well the C&R Officer did his job. Any answer other than deference to the C&R Officer's recordings would result in a 10 credit fine to the C&R Officer. Double this for every additional "wrong" answer. (You probably want to use 10 credit fine here instead of 25, because this is probably a much harder question to get "right".

Question #8: If this question is answered by anything other than "none" or something similar, the troubleshooter should be subjected to a variety of insubordination fines. For kicks, you might actually want to ask the PC to elaborate on any questions they have. Once they get done, sack them hard with some hefty fines.

Question #9: Any answer other than vehemently denouncing or denying secret societies is grounds for treason.

Question #10: This may be a good way to figure out who is the most despised member of the team. Whoever's name comes up the most, give them a 100 credit MUTT (most useful and talented troubleshooter) award. That should get everyone else really gunning for them.

## **Other Bonuses and Penalties**

In addition to the 2000 credits for completing a mission, additional bonuses or penalties may apply:

- Performing a couple of favors for Lester-B: 60 credits.
- Politeness to higher-clearance citizen: 10 credits.
- Terminating a traitor: 1000 credits
- Being extremely happy: 10 credits
- Failure to return the leash to PLC: 100 credit fine for the equipment guy
- Failure to maintain adequate hygiene during debriefing: 25 credit fine
- Display of unhappiness during debriefing: 25 credit fine

**Mission Debriefing Form XV820J-3**

**Troubleshooter Name** \_\_\_\_\_

Please answer the following questions:

1. Did your team successfully complete the mission?
2. Did you detect any treasonous behavior from anyone on the team?
3. Was there anyone on the team who was unhappy?
4. Did anyone on the team exhibit poor hygiene?
5. Were you adequately equipped for the mission? Were there any problems with your equipment?
6. Were the mission objectives made clear to you?
7. Provide a complete and detailed account of the mission in 20 words or less.
8. What additional questions or concerns do you have about the mission?
9. Were you able to fulfill your secret society's objectives?
10. If The Computer had to select one person from your team for the task of serving as a brake pad for a Kilotank, whom would you recommend?

## Final Notes

Being fairly new to Paranoia, I wrote this mission as a way of educating myself on the game. I'm still not sure I really get the hang of many aspects of Paranoia, but my players had fun. (At least they say they had fun, and since happiness is mandatory, I'll never hear otherwise.)

The inspiration for this mission came from our late dog, "Bonnie"; who was much loved, but was also the embodiment of paranoia. Kudos to my friends and loyal Paranoia players who were Happy to serve The Computer in this mission. They are:

Team Leader: Pat-R-BUT, played by Ken Hyde  
Happiness Officer: Lance-R-DED, played by Matt Welch  
Equipment Guy: Howard-R-DUK, played by Onorio Catenacci  
Loyalty Officer: Tonka-R-TRK, played by Derrek Poppink  
C&R Officer: Chris-R-NOT, played by Ron Vorndam  
Hygiene Officer: Dexter-R-FCP, played by John Skosnik

As I mentioned, I'm still fairly new to Paranoia, so I'm interested in hearing what I did right or wrong on this. Feel free to email me with feedback, insights, or suggestions.

Jerry Weis  
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